★ FIRST FOR FULL REVIEWS!

CRASH

ZX SPECTRUM

A NEWSFIELD PUBLICATION
NO. 62 MARCH 1989
£1.25

EXCLUSIVE!!
RENEGADE 3 - THE FINAL CHAPTER
First screenshots inside!

EXCLUSIVE SMASHES!!
RUN THE GAUNTLET
INCREDIBLE SHRINKING SPHERE

EXCLUSIVE NEWS INSIDE!
ULTIMATE play the Spectrum game again!

SPECTRUM
MONTHLY SPECTRUM SOFTWARE REVIEW
PRIZES GALORE!!!
★ SATELLITE DISH!
TONS OF WATCHES
T-SHIRTS
GAMES!

CONSOLES EXPOSED
KONIX vs NEC

OLIVER FREY

THE OCEA

BATMAN™

THE CAPED CRUSADER

HA HA HA HA HA HA HA

ROBOCOP

BATMAN TM & © 1988 DC COMICS INC

BATMAN
ROBOCOP

SPECTRUM
AMSTRAD
COMMODORE
£9.95

ATARI ST £19.95
AMIGA £24.95

AN FORCE
OPERATION WOLF
TAITO
COIN-OP
ocean
OPERATION WOLF
SPECTRUM
£8.95
SPECTRUM
AMSTRAD
£9.95
COMMODORE
ATARI ST
£19.95
ATARI ST
CBM AMIGA
£24.95
CBM AMIGA

CRASH

ZX SPECTRUM

CONTENTS

All good things must come to an end, and after more than four years working on CRASH (in various capacities, from teaboy to editor) I've decided to hang up my joystick (and if anyone says 'cover' or 'four' I shall smack them one!) and call it a day. And I shall really miss the Spectrum scene . . .

They say that editing CRASH is like being Dr. Who in charge of the Tardis, each new editor is younger than the last – but seeing as I was only 19 when I took hold of this massive organ (insert VS or SU innuendo here) and Nick Roberts doesn't fancy the idea of doing some proper work, it won't happen this time. For next month, 'old' Stuart Wynne moves into the hot seat – he's had a Spectrum from the year dot, so his credentials are impeccable. Stu's a nice chap, so keep him in employment and tell all your friends to forget the competition and buy CRASH instead!

But, do not FEAR mother, for I shall be MOVIEing onto Newsfield's non-computer titles, Movie – The Video Magazine and Fear (horror and fantasy). (In fact I'm only two floors away from the CRASH office!) I hope to see you all in their hallowed pages next month. (Okay?) So, not till next munf . . .

Dom Handy

CRASH – THE MOST UP-TO-DATE COMPUTER MAGAZINE

We've always said that our reviews are the most unbiased around. But what some people forget is that we're also the most up-to-date magazine around. This month we have first screenshots of *Renegade 3* and *Red Heat*; stop press reviews of *Run The Gauntlet* and *Incredible Shrinking Sphere*, and EXCLUSIVE news on the greatest Spectrum software house, Ultimate – Play The Game. You can get cassettes any day, but CRASH is where it's at for the latest info!

COIN-OPS COMPACT

The ultimate home arcade experience has been unveiled – or so Konix claim. We take the wraps off one of the most hyped pieces of hardware in the world and ask whether the Konix Multi-System really is as good as they say, and is what they say true?
Experience the reality 11

'The best console available today!', is the view of the CRASH team. With the console market really hotting up, we review NEC's PC Engine which is now available in Britain. WARNING: please do not get too upset when you see the screenshots, thank you . . .
Experience the reality 50

CRAZY COMPS

22 **BE ON TIME . . .**
. . . with Realtime's *Carrier Command* comp

36 **WIN A STORM . . .**
. . . thanks to ultra-trendy (they hope) Thalamus

40 **BE FAST, BE CUTE . . .**
. . . enter CRASH's Hotline Comp with 100 games to win

61 **GO INTO ORBIT . . .**
. . . and win a satellite dish and tuner from Ocean

ISSUE 63
APRIL ISSUE
ON SALE
MARCH 30

INSIDE . . .

8 NEWS
25 ADVENTURE TRAIL
31 FORUM
35 JOYSTICKS
38 CECCO'S LOG
41 NICK ROBERTS'S PLAYING TIPS
53 ON THE SCREEN
55 TECH NICHE
58 ARCADES
68 BUDGET BUREAU
71 ROLEPLAYING
72 FRONTLINE
82 MONITOR
85 CHARTS & SCORES
86 PBM
87 COMMS
89 JETMAN
92 ET AL
95 PREVIEWS

REVIEWS

Martian offerings . . .
SMASHED!

23 ***INCREDIBLE SHRINKING SPHERE***
It's not how you use them, it's how big they are!

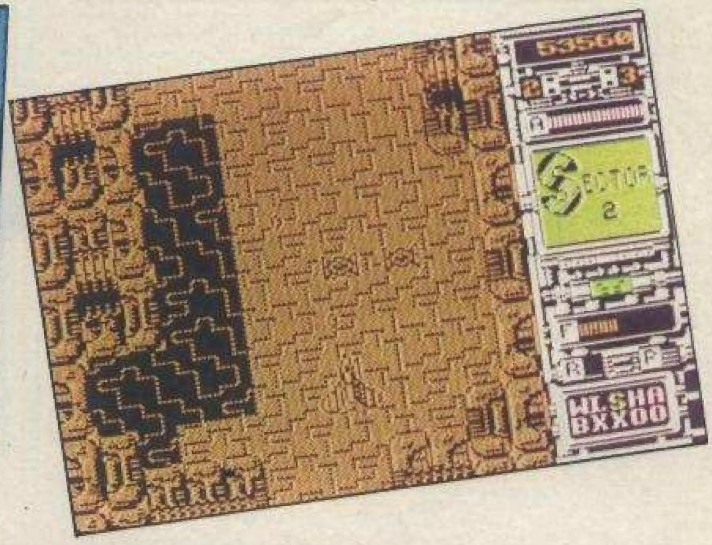
12 ***RUN THE GAUNTLET***
Hi, I'm Doyle, and I'm going to blow your head off. Errr . . .
Whoops, wrong programme, no I'm not

HOT SHOTS
80% and over . . .

62 ***DARK FUSION***
Another case of a Gremlin in the works?

68 ***TREASURE ISLAND DIZZY***
The Spectrum's cutest budget hero is back for more of your treasure

17 ***XENON***
More xeno(n)phobic alien blasting from Melbourne House



FULL INDEX

68 ***Bigfoot*** Code Masters
68 ***BMX Freestyle*** Code Masters
63 ***Captain Blood*** Infogrames
62 ***Dark Fusion*** Gremlin Graphics
16 ***Dragon Ninja*** Ocean
18 ***Dynamic Duo*** Firebird
18 ***4x4 Offroad Racing*** Epyx
15 ***Human Killing Machine*** GO!/Capcom
23 ***Incredible Shrinking Sphere*** Electric Dreams
68 ***Into Africa*** Rack-It
68 ***International Speedway*** Silverbird
68 ***Jocky Wilson's Darts Challenge*** Zeppelin Games
18 ***Maria's Christmas Box*** Anco
68 ***Nonamed*** Mastertronic
65 ***Obliterator*** Melbourne House
68 ***Rally Simulator*** Zeppelin Games
68 ***Reveal*** Mastertronic
12 ***Run The Gauntlet*** Ocean
64 ***Spitting Image*** Domark
68 ***Tank Command*** Atlantis
70 ***The Archon Collection*** Electronic Arts
65 ***The Deep*** US Gold
68 ***Treasure Island Dizzy*** Code Masters
14 ***WEC Le Mans*** Ocean
17 ***Xenon*** Melbourne House
68 ***Zone Trooper*** Gamebusters

EDITORIAL *47 Gravel Hill, Ludlow, Shropshire SY8 1QS* ☎ 0584 5851/2/3 **Editor:** Dominic 'bye bye' Handy **Assistant Editor:** Stuart 'here I come' Wynne **Staff Writers:** Mark Caswell, Philip King, Lloyd Mangram, Nick Roberts **Contributors:** Raffaele Cecco, Mel Croucher, Ian Cull, Mike Dunn, Paul Evans, Ian Lacey, Barnaby Page **Editorial Assistants:** Caroline Blake, Vivienne Vickress **PRODUCTION** *1/2 King Street, Ludlow, Shropshire SY8 1AQ* ☎ 0584 5851/2/3 **Senior Designer:** Wayne Allen **Designers:** Melvyn Fisher, Yvonne Priest **Photography:** Cameron Pound, Michael Parkinson **Production Manager:** Jonathan Rignall **Reprographics Supervisor:** Matthew Uffindell **Production:** Robert Hamilton, Robert Millichamp, Tim Morris **Editorial Director:** Roger Kean **Publisher:** Geoff Grimes **Advertisement Director:** Roger Bennett **Advertisement Manager:** Neil Dyson **Sales Executives:** Sarah Chapman, Andrew Smales, Lee Watkins **Assistants:** Jackie Morris ☎ (0584) 4603 **OR** (0584) 5851/2/3 **MAIL ORDER** Carol Kinsey **SUBSCRIPTIONS:** Denise Roberts *PO Box 20, Ludlow, Shropshire SY8 1DB* Typeset by the **Tortoise Shell Press**, *Ludlow*. Colour origination by **Scan Studios**, *St Alban's Place, London N1*. Printed in England by **Carlisle Web Offset**, *Newtown Trading Estate, Carlisle, Cumbria CA2 7NR* – a member of the BPCC Group. Distribution by **COMAG**, *Tavistock Road, West Drayton, Middlesex.*

COMPETITION RULES The Editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happens (like a game that has been offered as a prize being scrapped) we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the published closing date. Winners names will appear in a later issue of CRASH. No correspondence can be entered into regarding the competitions (unless we've written to you stating that you have won a prize and it doesn't turn up, in which case drop The Sticky Solutions Department a line at the PO Box 10 address). No person who has any relationship, no matter how remote, to anyone who works for either Newsfield or any of the companies offering prizes, may enter one of our competitions. No material may be reproduced in part or in whole without the written consent of the copyright-holders. We cannot undertake to return anything sent into CRASH including written and photographic material, hardware or software – unless it is accompanied by a suitably stamped, addressed envelope. Unsolicited written or photographic material is welcome, and if used in the magazine is paid for at our current rates.

To DW and DB, thanks for the good times!

NEWSFIELD
A NEWSFIELD PUBLICATION

ABC

ISSN 0954-8661
COVER DESIGN & ILLUSTRATION BY OLIVER FREY

© Crash Ltd. 1989

The Atari 520STFM.

Of £450 worth

MARBLE MADNESS. £24.95
Electronic Arts.

TEST DRIVE. £24.95
Electronic Arts.

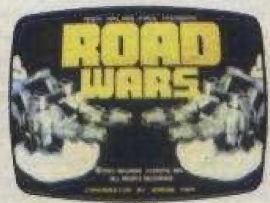
BEYOND THE ICE PALACE. £19.95
Elite.

BUGGY BOY. £19.95
Elite.

EDDIE EDWARDS SUPER SKI. £19.95
Elite.

IKARI WA

CHOPPER X. £9.99
Mastertronic.



ROADWARS. £19.95
Melbourne House.

XENON. £19.95
Melbourne House.

ARKANOID II. £19.95
Imagine.

WIZBALL. £19.95
Ocean.

BLACK LA

Here it is! The new Super Pack from Atari.

You don't just get the brilliant 520STFM. We're giving you twenty-two great software titles that most people would gladly sell their grannies for.

There's no catch. You really do get the 520STFM and £450 worth of great software titles for just £399.99.

So make sure you include yourself in this great offer.*

*Available from most Atari dealers. Offer ends March 1st 1989.

£399.99 inclusive.

of software.

RS. £14.95

RANARAMA. £19.95
Hewson.

THUNDERCATS. £19.95
Elite.

ZYNAPS. £19.99
Hewson.

QUADRALIEN. £19.95
Logotron

STARQUAKE. £19.95
Mandarin.

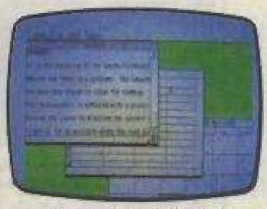
£19.95

GENESIS. £19.95
Firebird.

THRUST. £9.95
Firebird.

SECONDS OUT. £19.95
Tynesoft.

SUMMER OLYMPIAD 88. £19.95
Tynesoft.


ORGANISER BUSINESS SOFTWARE. £49.95
Triangle Publishing.

Please send me details of this and other Atari Products C389

Name _____ Address _____

_____ Postcode _____

Atari Corp (UK) Ltd., Atari House, Railway Terrace, Slough, Berkshire SL2 5BZ

ATARI
SUPER PACK

NEWS

BE A MOTORMOUTH

IF YOU watch ITV's *Motormouth* on Saturday mornings, you'll no doubt have spotted the section featuring Firebird's odd arcade adventure, *Weird Dreams*. A viewer is phoned and asked general knowledge questions. If the viewer gets the answer right, the game's main character proceeds to the next level. Mega-amazing, you're thinking, but so what? Well, the good news is that *Weird Dreams* is coming soon to your Spectrum. So prepare yourself for some Speccy surrealism within the next few months. Meanwhile, you can experience weird dreams while watching *Motormouth* itself – it sends most people off to the land of Nod.

▲ You too can have weird dreams

BOB'S YOUR UNCLE

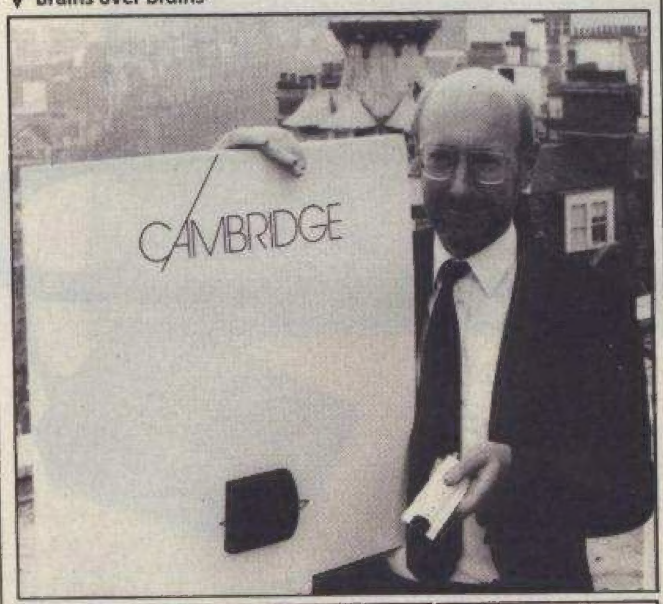
Eyes down for a full house, Domark have been revealed as the software house responsible for bringing Bob Monkhouse to the Spectrum. *Bob's Full House* is the name, and bingo's the game. So apart from winning a positive parade of pretend prizes, we'll be able to sample a wealth of wit from the master of innuendo himself. So fingers on the buzzers . . . I said buzzers, madam, smirk smirk . . . glazed look at the camera, wait for canned laughter.

SINCLAIR'S NEW MODELS

SIR CLIVE SINCLAIR **has been at it again! His Cambridge-based microchip firm Anamartic is preparing to launch a new chip: the wafer-scale integration (WSI) memory device. This is promised to be entirely grease-free and is apparently excellent with oodles of salt and vinegar. It should also allow processor and memory chips to be combined for extra taste.**

Apparently the WSI will transform fast-food computing. But Sir Clive has been turning his attention to more pressing matters. In June, he's wiring up his circuits (ie, getting married) to beautiful ex-model, Bernadette Tynan. According to The Mail On Sunday, the couple met through MENSA, the society for really brainy sods. Bernadette's IQ is only five points less than Clive's. Contrarily, her age is less than half his – it all goes to show that Clive is still an expert in vital statistics.

▼ Brains over brains



1988 PR Girl of the Year

After so much argument about sexism in software the Ed's decided it's all a load of boulderdash (or words to that effect). So we've decided to award those hard-working girls that slave over a hot phone from dawn until dusk, trying to convince everyone that *their* product is much better than everyone else's. Never mind what they're called – Marketing Assistants, Promotions Coordinators, Press Liaison Officers –, they're all basically PR girlies. They all have a special talent which sets them apart from the big cheeses – they can tell you all about a uninteresting game, but still bring a smile to your face on a rainy Friday night.

And so to the awards . . . In reverse order, third place goes to **Richard** 'your secret's safe with me, m'love' **Barclay** from gorgeous Gremlin Graphics, with luscious **Liz Sandey** from Cascade Games coming in a seductive second. And the coveted award of CRASH **1988 PR Girl Of The Year** goes to the delectable **Danielle Woodyatt** from US Gold for her dedicated devotion to software promotion. As well as the prestigious award, Danielle also gets to review a game of her own choice within this very issue. Danielle chose *Human Killing Machine*, turn to page 15 for her unbiased opinion . . .

▲ 'What can I say?'

SCOT LOSES HANDY HELP

AS A DIRECT consequence of Dominic Handy leaving CRASH, a mega industry figure has suffered. As US Gold's Software Manager, **David Baxter**'s whole career has been expertly fashioned by the promotional skills of Handy. It is rumoured that the CRASH Ed took this 'poor, pathetic excuse for a pile of trash' from the lochs of Scotland and introduced him to computers in the mid-1980s. Handy could see that Baxter had an eye for the market when he got his first steady job at Elite. At least Mr Baxter thought it was steady. Little was he to know that Handy was already sculpting a new career for him at Birmingham-based US Gold, as head of the Capcom/Rainbow Arts labels.

Although suffering at the beginning of 1988, Handy's flamboyant skills were realised in August 1988 when he chose Rainbow Arts' *The Great Giana Sisters* as cover-picture material for CRASH. The game was immediately banned when rivals complained that the CRASH cover was so good it would convince too many people to buy the game – the complainants ruled 'unfair promotion'. Baxter was propelled to stardom as the producer of the game, with classic quotes like 'Nintendo are getting heavy!'.

Little was the world to know that more was to come from the fiendish mind of Handy . . . Just four months later, David Baxter was propelled to MEGA-stardom when Rainbow Arts produced *Katakis*. It was so good that the courts had to completely ban it. The seed had again been sown with CRASH's sister magazine ZZAP!64/AMIGA/FISH, featuring the shoot'-em-up on its cover.

How will quotes like '*Human Killing Machine* will knock your head off and slash your throat' come from the mouth of Baxter without the genius of Handy behind him? We don't know, but we wish both halves of the promotional duo a successful year.

► **Dave Baxter flanked by fellow software developers – just another Handy PR stunt?**

RARE

DESIGNS ON THE FUTURE

ULTIMATE TO BECOME LESS RARE

ULTIMATE: PLAY THE GAME, one of the most successful and exciting software labels in Spectrum history, has been resurrected by the company behind the games; **Ashby Computers and Graphics**. Just over six months ago ACG bought back full right rights to the label and began developing games for it. The first Spectrum releases are due out in several months, and there is a strong likelihood that **Jetman**, and even **Sabreman**, will be featured.

Ultimate was started up by two coin-op game writers, **Tim and Chris Stamper**, with the ambitious aim of bring original, arcade-style games to the Spectrum. Their success was phenomenal and from 1983 to 1986 Ultimate lived up to their name with every release Smashed. Then came the decision to sell minority rights of the label to US Gold and the move to the village of Twycross where ACG could concentrate on developing games for the Nintendo under the **Rare: Designs On The Future** label. There were around 15 million Nintendos in the world then, and no software piracy. Since then the Nintendo market exploded into a multi-billion dollar industry in the US, and Rare are among its top games writers. In 1988 they invited ex-CRASH editor **Roger Kean** to their Twycross offices to give CRASH the full story. The break with the normal, ultra-low media profile was due to a desire to attract more programmers to write for Rare, and also the Razz board – the heart of an ACG developed coin-op machine.

Back in 1988 ACG denied they had any plans to write for the relatively small ST/Amiga, but this has now changed and all the Ultimate releases will appear first on the 16-bit machines, with 8-bit conversions to follow. Most of the games will be original titles – no Nintendo conversions – but there will also be coin-op conversions. This break in tradition is due to the fact ACG will be launching their own coin-op games in the US this month.

ACG now employ 43 programmers and are determined to maintain their unparalleled standards. Chris Stamper, the programmer of the original hits, will be doing some of the programming himself. CRASH certainly looks forward to the new releases with great eagerness, the Ultimate brand of mystique and sheer playability has been missing from the Spectrum for far too long.

SERIOUS UPOLOGY

We hereby apologise profoundly to *Sinclair User* for printing an article about the new SAM Coupé – last year. We didn't realise that they had an 'exclusive' on it in their February 1989 issue. 'Exclusive! . . . At last! Details and pics', they claimed on last month's front cover. Sorry to say this but CRASH first printed details of SAM in January 1988! With a screen picture in Issue 50 (March of 1988!). Well I suppose if you took a year to get something it would be 'At last!'.

So to prove just how sorry we are, we're sending a stack of games to exigent editor Graham Taylor. What's more, they're on his favourite format: Atari ST!

8 THINGS YOU NEVER WANTED TO KNOW ABOUT OUR DEPARTING ED

★ Dom was born in a banana crate on the way to his dad's fruit shop.
★ His first experience of computers occurred at playgroup, where he reviewed *Push The Beads* on an abacus – 'Nice graphics but a bit repetitive.'
★ He has actually gone off Tiffany, ever since she sang a duet with Des O'Connor.
★ He keeps a cuddly toy tiger in his Fiesta – 'Fluffy dice are so naff and also don't deter thieves.'
★ Dominic's all-time favourite phrase is 'Damn that silly Production Manager' (or words to similar effect).
★ He once almost bought a Metro made out of five different cars; he can't stand the sight of Metros to this day.
★ He claims to have seen every film ever made, except *Gremlins* for some strange reason.
★ Dom has a psychotic desire to destroy all telephones, joysticks and secretaries by twisting them and banging them on his desk. (That's it, I'm off – Ed.)

Courtesy of Phil King 'It doesn't matter what I print, he's buggering off!' Market Research

INTERESTING MARK CASWELL FACTS: Number 1

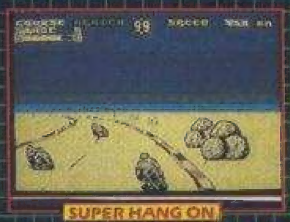
Ummm . . . we can't think of any. If you know anything the slightest bit interesting about Mark we'd be glad to hear from you.

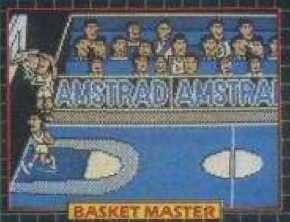
THE GREATEST SPORTS COMPILATION EVER!

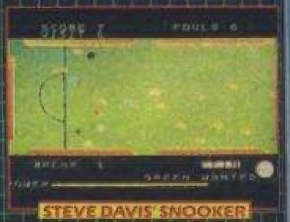
FEATURING ALL THESE FANTASTIC GAMES

MATCH DAY II

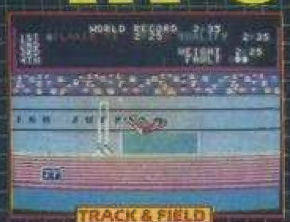
WINTER OLYMPIAD

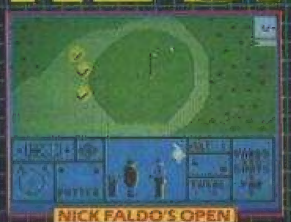

SUPER HANG ON

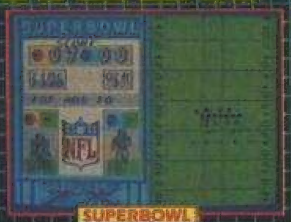

BASKET MASTER


STEVE DAVIS' SNOOKER

IN ONE BRILLIANT PACK!


TRACK & FIELD


NICK FALDO'S OPEN


SUPERBOWL

IAN BOTHAM'S TEST MATCH

CHAMPIONSHIP SPRINT

DISK **£17.95**

DISK

ocean

CASSETTE **£12.95**

CASSETTE

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650

THE KONIX ARCADE EXPERIENCE

A revolution in home entertainment has, according to Konix, just been launched at the British International Toy & Hobby Fair. The mould breaking machine responsible is the Konix Multi-System. For just under £200 this strangely shaped console offers amazingly fast graphics and CD quality sound. Yet software will cost just £14.99 when it is launched with a massive TV advertising campaign in six months time.

The steely grey coloured console comes complete not only with a joystick but also with motorbike handlebars and a steering wheel, making

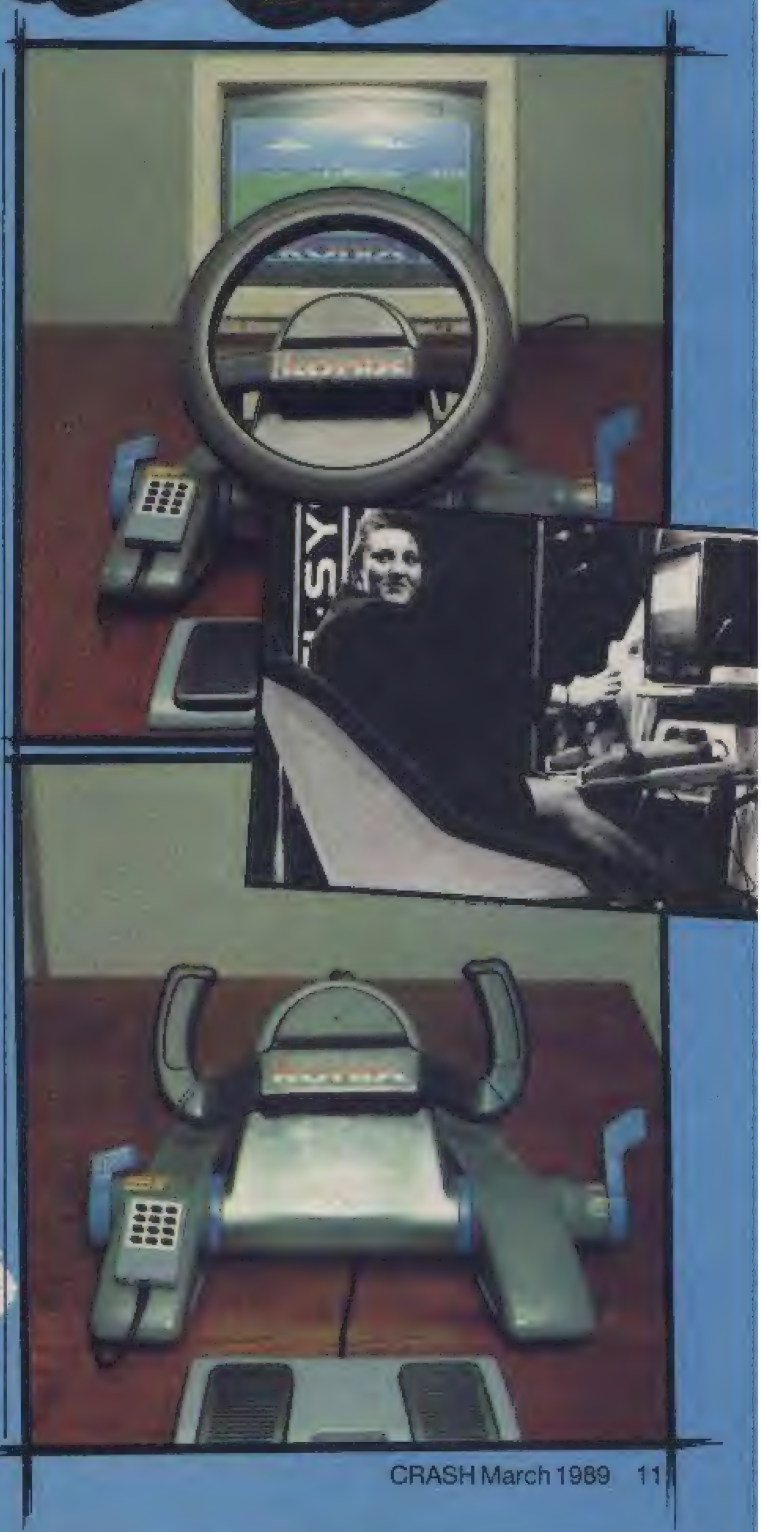
for one of the most bizarre-looking machines since the C5 electric trike. Inside this weird exterior is a 16-bit 8086 processor, but the real power comes from a custom-built chip developed in conjunction with Flare – a group of Sinclair hardware designers fired by Alan Sugar while working on the 'Super Spectrum' Loki. Multiplication instruction is claimed to be 50 times faster than possible with the chip used in the ST and Amiga. 4096 colours are available, with a maximum screen resolution of 512x200. The most likely games playing mode will have a large range of colours (16 per line), with Spectrum standard resolution. Sound will be in stereo and of CD quality. And, as was demonstrated at the show, these chips can produce mindblowing demos.

Powerful custom chips are, of course, also used by Japanese 'super-consoles' such as the PC Engine and Sega Megadrive. Unlike these machines Multi-System software will come not on ROM chips (permanent memory chips which need only to be plugged in to start a game), but on disks. This means games will have to be loaded into the machine's internal RAM, which amounts to just 128K – and some Multi-System screens can use 50K without anything moving. This would seem to place severe restrictions on Multi-System games. Konix claim to have got around them, however, by having the Multi-System constantly access the internal, 880K disk drive. How successful this idea will be has yet to be seen, but Konix do plan to offer memory upgrade cartridges – if RAM chip prices fall.

The most eye-catching Konix innovations, however, will be the wide range of peripherals. Different control devices can be attached to the console and will actually give physical feedback, so if you car goes over a rough bit of road the steering wheel will actually judder. Also available will be a lightgun (with recoil action), foot pedals, 3-D glasses and an arcade-action chair for around £170. In addition two Multi-Systems can be linked for two-player games.

The most critical aspect of any new computer or console, however, is always software support and besides producing software themselves, Konix already have twenty software houses signed up, including Electronic Arts, US Gold and Ocean. When the machine is put on sale in August there will be 15 games available, and forty are promised for Christmas. By the time you read this software programmers will have met with Konix technical staff to be briefed on the machine's specifications.

To briefly recap, the Konix Multi-System offers amazing graphics and sound for £199, amazing peripherals and £14.99 software. Clearly if it delivers what it promises gamesplaying could be revolutionized. The continual disk access system does seem strange, but if there are any problems hopefully they should be solved by the launch date which is six agonizing months away – six hours would be too long in our opinion!

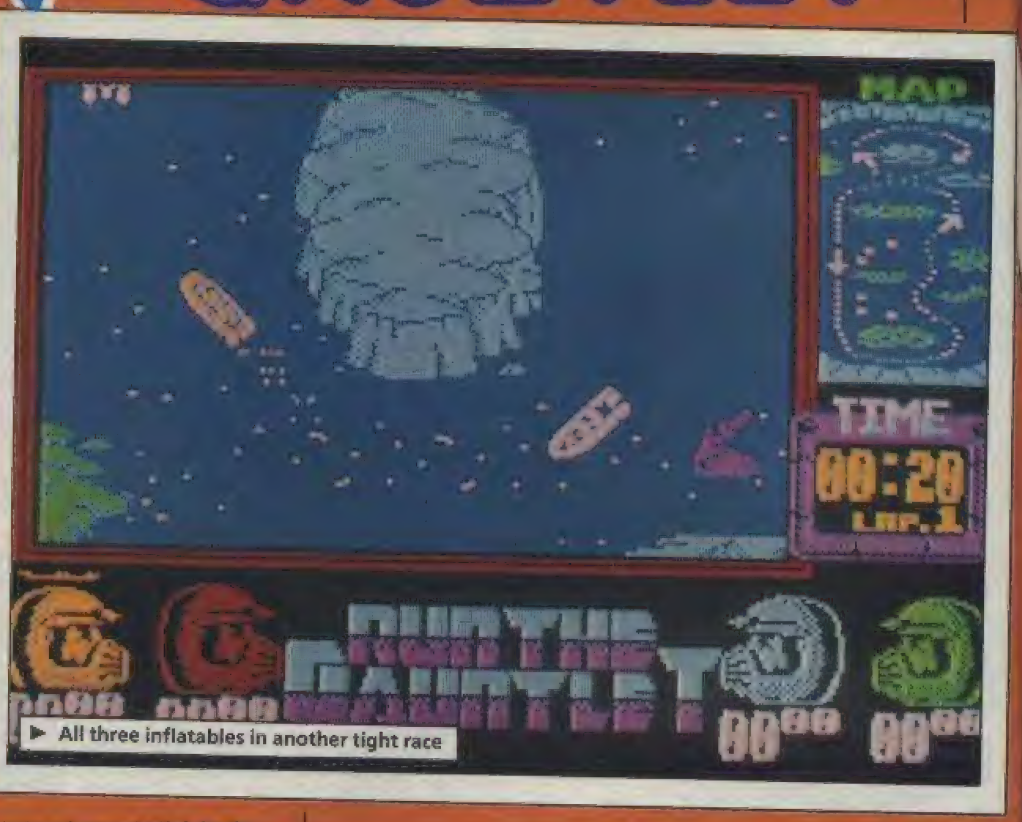


A CRASH Smash

Run The «GAUNTLET»

● *Take on the professionals*

Producer **Ocean**
Petrol **£8.99 cass**
£14.99 disk
Author **Impact Software**



▶ All three inflatables in another tight race

Hi, I'm Martin Shaw, and I'm standing here looking sickeningly fit and healthy waiting to take you through the many gruelling courses that make up *Run The Gauntlet*. The challenge is divided into three events, each made up of three segments (picked at random on the +3) which can be Road Racing, Water Racing or The Hill assault course – all are separate loads. For the waterborne race there's hovercraft, speed boats, jet skies, and inflatable boats. These all have their own handling characteristics and also their own particular race course. For the muddy track races there's two-man buggies, one-man buggies, four-wheel bikes and amphibious six-wheeled vehicles. There are two courses for these machines. And as for the assault courses . . . I'm afraid you have to use your own legs for the two different layouts.

Four teams can take part in the challenge, three of which can be human while one is always a computer pacer. If more than one human is taking part, game segments are repeated to allow the additional player(s) to have a go as well.

The waterborne race is presented in overhead, smoothly-scrolling fashion. It looks easy but the characteristics of the vehicles are tricky, collisions with other vehicles or land leads to spins, and there's some attractive explosions to throw you off course. Left/right controls direction and forward/reverse controls speed. A map shows your position and you obviously must stick to the course.

Similar controls and a mini-map insert are carried through to track racing. However, the view of the course is flickscreen and more angled. The map is useful to anticipate bends and hills, while explosions again prove to be a nasty hazard. Probably the most graphically attractive section this is also the most fun to play.

The toughest section, however, is The Hill. Here the view is again overhead and smooth-scrolling, but totally monochromatic one. The course includes muddy pits, slippery logs over water, nets and water cannons sweeping over the course to try and knock you over. Pressing left/right controls direction, fire and up makes you jump, while left/right with fire increases power (how fast you run). But if you fall in the water or mud you have to time left/right actions so that you establish a swaying rhythm to move forward.

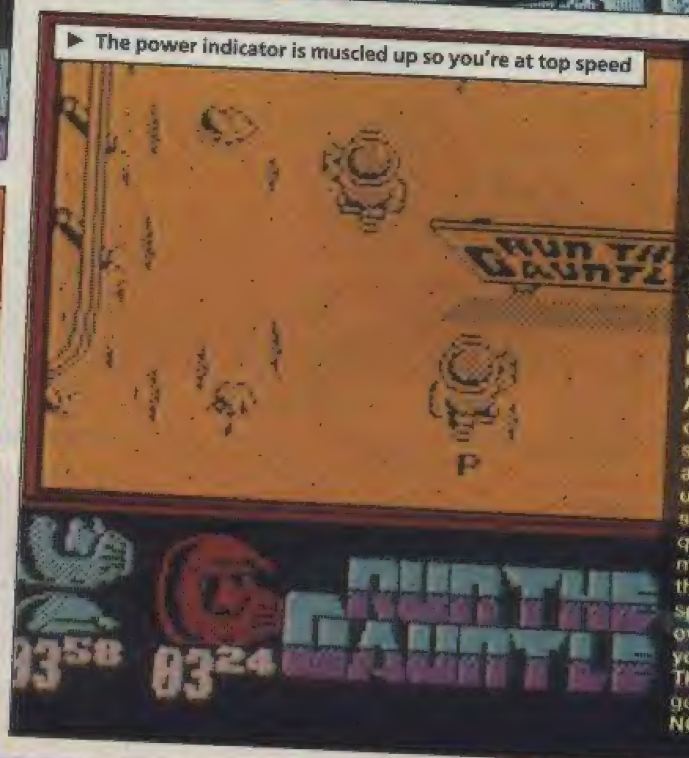
The variety of events, and the assault course in particular, is suggestive of *Combat School*. In terms of graphics the new game is better in places, the race track is really good, but the water course is a bit primitive looking. My problem with the game, though, lay with the controls which really took some mastering, especially with all the different vehicles. This may add to the long term playability, but in the limited time we had to play the game it was frustrating. The multiload is also irritating unless you have a +3. Still

▶ close race in the Supercats

The buggy with a P beside it is Cameron's

there's a heckuva lot of game here for your money and I'm certainly going to keep playing until I can go through the race track without crashing too much.

MARK 85%



▶ The power indicator is muscled up so you're at top speed

NICK Cor, wow, blimey! It's that ace telly program come to my Spectrum, and what a brill game it makes too. All the action, thrills and spills of controlling vehicles like jet skis, supercats and speed boats have been excellently captured by Ocean. Each section has detailed vehicles and backgrounds, while colour is restricted to the borders, livening things up but remaining colour-clash free. Aural colour is provided by the catchy *Run The Gauntlet* tune, spurring the players on to get a better time, but unfortunately there are no sound effects. My only real quibble, though, is the small matter of the explosions, I thought they were only TV special FX. But if you get stuck over one in the game it blows you back into the last screen. This is an excellent game, so go and *Run The Gauntlet*, NOW!

92%

SHAW TO WIN

- On the track section, avoid contact with other vehicles at all costs – be patient and wait for an opportunity to overtake.
- Before racing on the water, memorise the course from the map.
- Don't play with a joystick, it's too awkward – use the keyboard instead.
- Anticipate corners on the track and take the inside line around them.
- Explosions tend to occur in the middle of the track, so keep to the side.
- When crossing logs on The Hill, account for the water coming from the water cannons – move against it.
- Also on The Hill, try to avoid the water pools which slow you down.

I must confess to only having watched the TV show a couple of times – I preferred the similar *Superchamps* on Channel 4 – but this game is making me a fan. All the events are here, and well implemented too. I especially like the buggies as they zoom over hills and swerve round corners. The graphics in all events are fine, even though the water sections look (and play) just like Code Masters' *Jetbike Simulator*. Then there's that great 128K ingame tune. But apart from technical excellence, it's the sheer range of playable sections that makes *Run The Gauntlet* one of the best multi-event games for a long time.

PHIL 90%

THE ESSENTIALS

Joysticks: Cheetah Special, Cursor, Kempston, Sinclair
Graphics: mainly monochromatic, overhead view
Sound: good, continuous ingame theme
Options: up to three players, choice of country
General rating: an excellent Spectrum version of the adrenalin-pumping TV series

Presentation	92%
Graphics	88%
Sound	90%
Playability	89%
Addictive qualities	90%
OVERALL	**90%**

WEC LE MANS

● *Will you want to play this for 24 hours?*

Producer **Imagine**
Miles per gallon **£8.95 cass**
£14.95 disk
Author **Sentient Software, sound by Jonathon Dunn**

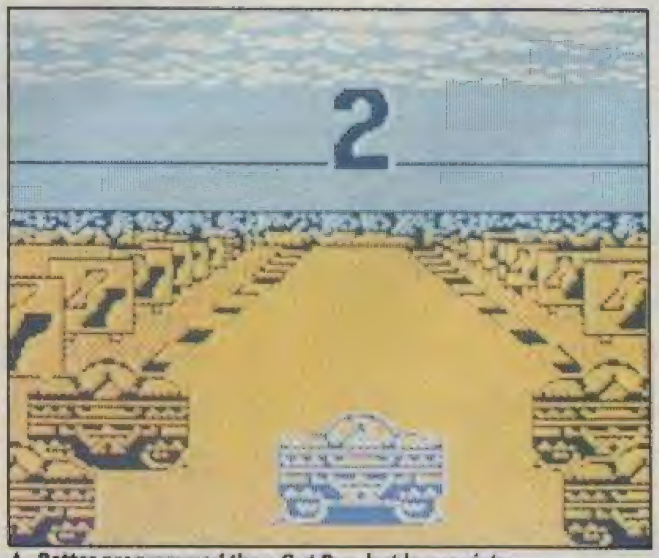
The 24 hour WEC Le Mans race is one of the toughest in motor racing. Konami attempted to give the thrills, without 24 hour play, in an impressive hydraulic cabinet which just lost out to *Out Run*. A year after the disappointing *Out Run* conversion, Imagine hope the arcade runner-up will beat the arcade champion on the Spectrum . . .

As with the arcade machine, the number of laps seems drastically reduced – just four. Getting you there in style is a turbocharged engine with high and low gears – press fire to change up or down. Forward on the joystick accelerates, backwards applies the brakes vital for tight, hairpin bends and edging past competitor cars.

Each lap is divided into three checkpoints and you start with just 66 seconds to reach the first checkpoint. If you reach it with lots of time in hand, your time limit for the next checkpoint is increased. Fail to reach it and you're out of the race. If you crash along the way the timer kindly stops until you're moved back onto the road, but getting back up to speed takes time you can't afford to lose.

Another tough race game, but much older, is *Full Throttle*. Despite that game's simple visual charms, *WEC Le Mans* beats it hands down for looks, with well-defined graphics whizzing past at great speed and – unlike *Enduro Racer* – no confusing overlaps. Also like *Full Throttle* it remembers the competitor cars, so you can catch up with those two drivers who caused you to crash. But otherwise this is far inferior. For a start there's only one track which little resembles the map layout, then there's dodgy collision detection and only one (far too tough) skill level, severely limiting lastability. *WEC Le Mans* is great fun to play for a while, but I suspect it will soon end up gathering dust.

MARK 69%



▲ Better programmed than *Out Run*, but less variety

DRIVING LESSONS

- Don't just hold down accelerate, when a car looms up decelerate and go in the opposite direction to pass.
- Always start in low gear and change into high, it saves time accelerating.
- Try not to oversteer as it causes you to skid.
- Never drink and drive! (These tips are getting silly! – Ed.)

The inlay calls it the most gruelling and challenging car race in the world and I definitely agree; I was sure my wrist was going to snap on some of those corners, and completing each sector is really demanding. *WEC Le Mans* gives you a fast, roller coaster ride around a very plain track with just a few spark plug advertisements to cheer it up. But even though the variety is lacking, I kept coming back for more (psycho?). On the negative side, sound is surprisingly poor and as the race is supposed to be 24 hours long you would have thought it would get darker – like in the arcade game – but the Spectrum programmers seem to have overlooked this (at least in the first 3 laps). *WEC Le Mans* has nothing particularly outstanding about it, but it's a great way to let off steam.

NICK 69%

▲ Roaring around the famous Le Mans circuit in top gear

MIKE I don't think I've got any relatives called Jonathon (Dunn), so I can safely say his title tune is pretty dull, while ingame FX are almost nonexistent. Sadly, *WEC Le Mans* has got nothing I haven't seen before; the hills are very effective, but so were *Enduro Racer*'s and that's got much more content. The colour clash on the sides of the road is pretty unpleasant, and as for the collision detection – well! I counted four slip-ups (ie, straight up someone else's exhaust pipe!) in one go, and my games aren't remarkably long, believe me! Nine pounds could buy a lot more.

59%

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: smooth-scrolling track but general lack of variety in appearance
Sound: adequate 128K title tune, but poorish ingame engine noises
Options: definable keys
General rating: technically competent, but has too little game content

Presentation	73%
Graphics	70%
Sound	67%
Playability	70%
Addictive qualities	65%

OVERALL 66%

THE HUMAN KILLING MACHINE

Producer **GO!/US Gold**
Exchange rate **£8.99 cass**
£12.99 disk
Author **Tiertex**

● *Judith not-very-Charming*

▲ **CRASH's newest, and most glamorous reviewer thinks this is 'the best game ever'**

And to think how overjoyed I was when I discovered I'd won a round-the-world trip on *Trick Or Treat*. The trip of a lifetime which has turned into a nightmare . . .

First stop was the beautiful city of Moscow. There I was, admiring the Kremlin when a huge, Russian soldier hit me with his rifle. Well I wasn't going to stand for that, was I? So I swiftly kicked him in the Gulags and finished him off with a flying chop – my black belt in karate sometimes comes in useful!

I swiftly moved on to Red Square where I was just eating my pickled cabbage butties when my peace was disturbed yet again, this time by a vicious mutt. His dog tag told me his name was Shepski, but John Noakeski was nowhere to be seen. Anyway, I thought I'd better give the dog some Barbara Woodhouse-style training. So I kicked and punched him until he responded to my 'down' command – permanently.

After being deported, I arrived in Amsterdam. Looking for a bit of culture, I ventured into the famous red light district. Here, I met a gorgeous young female by the name of Maria. This is more like it, I thought. But alas she was into sadism, jumping around, trying to kick the living daylights out of me.

My troubles still weren't over after I'd seen off her advances. Blubberguts Helga decided to have her wicked way with me, but I managed to escape to Barcelona. I was relaxing at a local bullfight when, you guessed it, Miguel the Toreador, took a disliking to me. Worse still, his prize bull Brutus charged at me – he obviously liked my red shirt.

By contrast, Germany seemed a tranquil place, until beer-swilling Hans and Franz the glass-throwing waiter spoiled everything. And what better place to go for a quiet time than the peaceful city of Beirut?! A fanatic Arab and another huge hulk weren't taking any prisoners (or hostages).

So would I advise you to take such an exhausting trip? Well, the scenery's really beautiful and the large characters are well drawn and animated. But beating seven bells out of the natives does become a mite tiresome and repetitive. Judith Chalmers never has these problems. Wish you were here? Well, it's a fair old beat-'em-up but nothing spectacularly new.

PHIL 69%

DANIELLE Wow! What can I say? I never normally play computer games, but in US Gold's case I ALWAYS make an exception. They continually seem to produce such technically well-programmed and SUPERBLY-MARKETED products, it's a surprise they haven't taken over the whole software industry. *HKM* (as we call it in the trade) is one of those products that jumps out of the screen at you, kicks you to the ground and says, 'Play this, or I'll smash your face in!' – it's just so good. As the screenshots show, the graphics speak for themselves – in fact with backgrounds this lifelike I'm amazed you're not required to show your passport when purchasing it. Forget Roger the Renegade and Bob the Barbarian; Kwon is THE lean, mean fighting machine. Go out and buy *Human Killing Machine* now! I won't regret it!

99.9%

PS: Don't forget *Thunder Blade, LED Storm, Last Duel* . . . (that's enough – Ed.)

THE ESSENTIALS

Joysticks: Kempston, Sinclair
Graphics: detailed backgrounds and well-drawn, large sprites
Sound: usual biffing effects
General rating: a standard, but attractive, beat-'em-up. Lacking in originality, but still very addictive

Presentation	70%
Graphics	79%
Sound	61%
Playability	68%
Addictive qualities	73%

OVERALL 73%

DRAGON NINJA

● *The President is missing!*

Producer **Imagine**
Karate lessons **£8.95 cass**
£14.95 disk
Author **Paul Owens**

Ocean have clearly picked their moment to release this coin-op conversion. A year or so back the scenario was hardly that worrying, the US President is kidnapped by a gang of Ninjitsu and you have to rescue him. *Rescue* Reagan? But now it's all changed with Dan ('nuclear war is nice') Quayle set to replace Prez Bush . . .

As in the Data East original there are eight levels (one load on 128K, eight really fast multiloads on 48K machines). Probably the most notable thing about *Dragon Ninja* is the relative smallness of the main character graphics, half the size of those in *Double Dragon* or *Target; Renegade*. This allows there to be two levels, one upper and one lower floor, through most of the game. Moreover the small ninja figures and such like are attractively drawn, with good detailing and animation, while all the standard beat-'em-up moves are preserved.

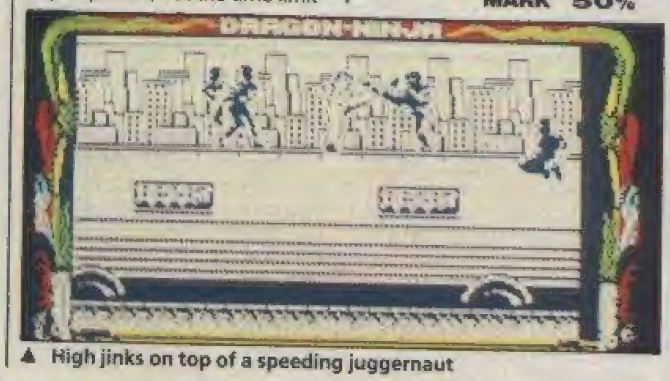
Background graphics are no less professional, albeit monochromatic. You start off on a city street, move onto the top of huge speeding juggernauts, descend into the sewers, ascend to the park, drop down to some caves, hop on top of a train which takes you to a factory where the President is, then escape from the roof. Populating these levels are hordes of black clad Ninja, beautiful ladies to knock you dead, large ferocious dogs and heavily-armoured end-of-level baddies.

While battling though these levels you have to watch your power meter, which can be boosted by picking up power pods. You can also collect knives and chains, dropped by defeated enemies, but shuriken stars can only be dodged. There's no time to linger examining your weapons though, there's a time limit for each level. Occasionally, capsules appear which can reset the timer, or give you a super-punch, but the time limit is pretty easy anyway.

Given the obvious professionalism with which one of my favourite beat-'em-ups has been converted it's a great disappointment that not only has the two-player option been lost, but so has much of the game's difficulty – I got up to Level Seven on my second go. The problem is that if you crouch down and punch you defeat practically any of the enemies, which is completely unlike the coin-op. Younger players not yet hardened to beat-'em-up gameplay could find this fun, but for the rest of us this is something of a tragedy.

MARK 50%

▲ Under ninja attack in the sewers



▲ High jinks on top of a speeding juggernaut

▼ Searching the park for a Bush

PHIL Oh no, not another oriental beat-'em-up – why oh why do they keep producing them? But even I don't mind if they've got some originality. Unfortunately, *Dragon Ninja* doesn't – even the coin-op from which it is derived relies more on amazing graphics and sound instead of gameplay. All it consists of is the endless kicking and punching of swarming ninja. Worse still, like many other beat-'em-ups, the crouch punch/kick is far too powerful – the enemies can rarely hit you when in this position. So advancing through the levels is a piece of cake. Even the larger end-of-level baddies don't present much of a challenge. Technically, the monochromatic graphics are not overly impressive, although the oriental 128K title tune and bashing sound effects are okay. But the simple lack of difficulty means you're better off saving your cash for *Renegade III*.

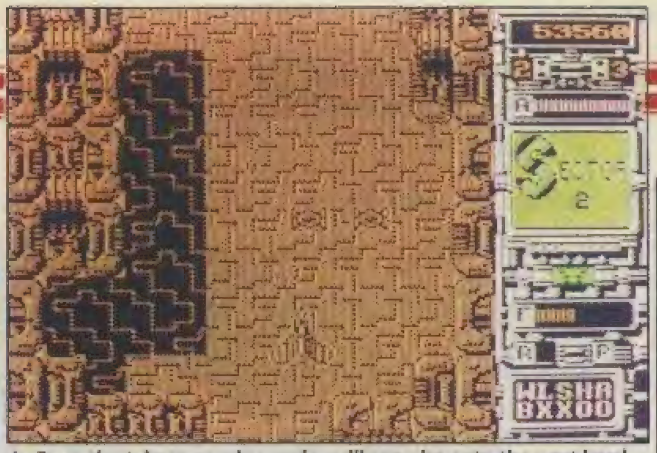
42%

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: smallish sprites on monochromatic background
Sound: good oriental 128K title tune, standard ingame bashing effects
Options: definable keys
General rating: no originality, or difficulty here, just another repetitive beat-'em-up

Presentation	60%
Graphics	50%
Sound	69%
Playability	47%
Addictive qualities	42%
OVERALL	**46%**

XENON



▲ Be patient, keep moving and you'll soon be onto the next level

● *Get fresh with aliens . . .*

Producer **Melbourne House**
Trendy blasting **£7.95 cass**
Author **Jason Cowling (Lothlorien), music adapted by Tiny Williams from a ditty by David Whittaker**

Life is so strange at times. There I was watching Saturday morning TV – *Get Stale* or something, and suddenly this megagame called *Xenon* came on. Strange name for a game, I thought, sounds like a trendy disco (ie not Nick's).

So what's strange, you ask. Well, one moment I was sitting on the sofa, scoffing beans on toast. Then, before you could say 'Gaz Top needs a haircut' (or 'Wet Wet Wet video' – Ed), I was at the controls of a jet fighter. The in-built radio crackled into life. 'You've been given a dangerous mission' said a familiar voice – it was Mike Smith!

'Okay Smiffy, what've I got to do, find out what a Production Manager does?' I anxiously enquired.

'No, not quite that bad,' replied Smiffy. 'You'll have to fly through four vertically-scrolling, alien-infested levels.'

Sounds familiar, I thought.

'There are many different types of enemy,' continued Smiffy, 'some in the air and some on the ground. To shoot ground-based aliens you can transform your fighter into a hover-ship. But whatever form you're in, getting hit by enemies or their bullets reduces your fuel – run out and you're dead. Then there are the *really* large aliens – two in each level – which must be shot dozens of times to be destroyed.'

'But if this mission is so tough, why have I only got a poxy little gun?'

'Luckily for you, when some aliens are shot, they leave behind extra weapons and fuel capsules. Easy peasy. See you for a drink later, and just one little tip – don't try landing near any trees.'

So, after saying a quick prayer to the PM (Production Manager), I zoomed over the smooth-scrolling landscape. Well-drawn alien ships darted around the screen, and it took a lot of skill to reach the really large motherships. Unfortunately, these took a long time to destroy, and interrupted the otherwise enjoyable action. But most amazing was the 128K sound – much better than Radio 1. What a great, challenging shoot-'em-up.

PHIL 85%

MIKE ***Xenon*** **is a jolly good blast. If I was going to be an over-critical pain (some would say that's nothing new) then I could say lots of nasty things about unoriginality. Probably the single most impressive feature is the excellent 128K sound – there's a really thumping tune which isn't interrupted at all by gunfire FX. Graphics are almost as impressive, monochromatic, but really well-detailed and scrolling incredibly smoothly even with lots of onscreen action and the aforementioned mass of musical magnificence (phew!). All in all, a worthy buy; a tape containing several trillion years of alien killing fun.**

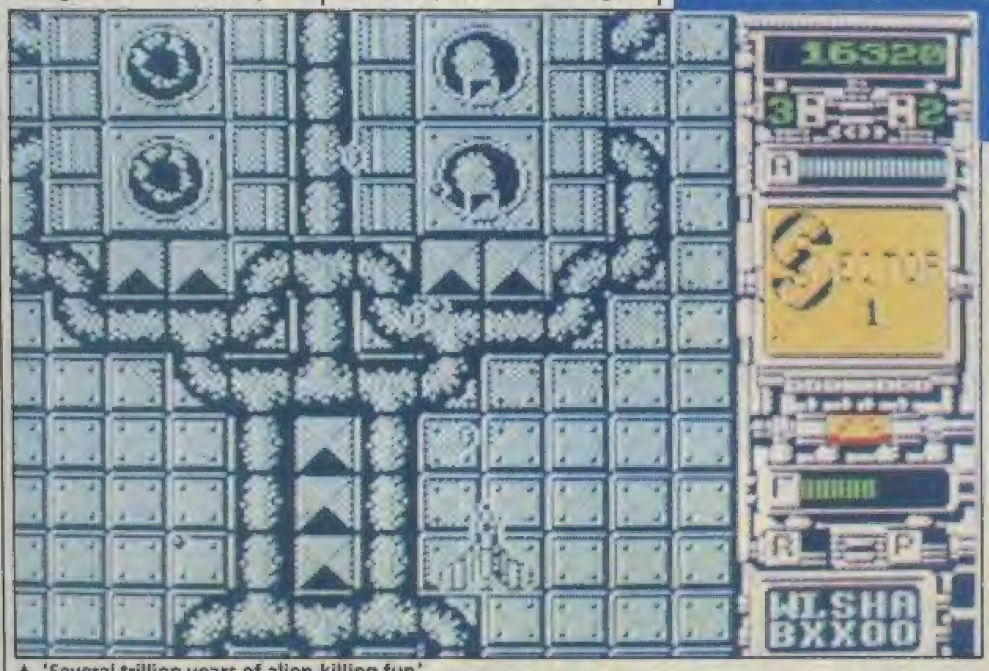
88%

FLY HIGH . . .

- Only use the hover-ship to destroy groups of ladybirds for extra fuel.
- The laser is the most useful weapon, as it can kill several enemies with one blast.
- The large aliens all move in an identical pattern: down-left, up-right, down-right, up-left, down, up.

There is no doubt that *Xenon* is a quality product, the graphics are very good and the 128K tune is amazingly close to the ST's. Gameplay isn't bad either, although the switching between aircraft and hover-ship doesn't add that much to the shoot-'em-up genre. So why isn't it a Smash? The main problem is the game's toughness, Level Three in particular is absolutely maddening, and killing the big aliens takes ages. All the levels look great, though, and once multiloaded in you can play a level as often as you want without going back to Level One. If you fancy a really hard challenge this is probably what you need.

MARK 80%



▲ 'Several trillion years of alien-killing fun'

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: smooth-scrolling shaded landscape
Sound: superb ingame 128K tune and some good blasting effects
Options: definable keys
General rating: a very good conversion of the popular Arcadia coin-op

Presentation	78%
Graphics	83%
Sound	92%
Playability	84%
Addictive qualities	86%

OVERALL 84%

● *The road to nowhere*

Producer **Epyx**
Set of wheels **£8.99 cass**
£14.99 disk
Author **Steve Marsden and Dave Cooke**

4x4 starts off fine, but doesn't develop. You must choose one of the four courses and one of the four available jeeps (the 4x4 bit?). With your jeep awaiting, you must load up with various appliances (winches, extra fuel tanks etc). Prudent use of cash should help preserve your three lives.

Once fully packed, flip the tape over to load in the chosen course. All are uniformly bland and poorly drawn, with colour their only distinguishing feature. Your jeep is shown just beyond your instrument panel. Besides a speedometer and rev counter there's a damage indicator, gear shift and all-important timer. However, finishing ahead of the rest is as important as a good time.

Just staying on the track is not enough, you must also dodge obstacles *Buggy Boy*-style. In places you have to slow down to a snail's pace to get past, but do this too often and you'll finish last. Maintaining a respectable speed all too often means damage and a quick stop for repairs. If you have the correct items a swift tinker under the bonnet soon sorts out the problem, if not then it's out with the sledgehammer for some very unreliable repairs.

The course seems to go on for ever. Dodging the same graphics over and over again soon becomes tedious, while the drone of the engine becomes irritating. *Buggy Boy* may have disappointed some people, but it's a million times more playable than this!

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: effective undulating road, but little variety
Sound: limited mainly to simple engine noises
Options: choice of four vehicles and courses
General rating: an interesting idea poorly executed

▼ **The road that never seems to end**

MARK 40%

PHIL **As with *Final Assault*, Epyx's *4x4 Off-Road Racing* promises an interesting mix of arcade and strategy genres and ultimately fails to deliver in either field. The idea of equipping your jeep is a good one, but can hardly make up for the disappointment of the actual race. One big irritation is that damage has to become major before it can be repaired. So a flat tyre continues to slow you down to a snail's pace until it eventually bursts and can be replaced! Also, I can't say I noticed much difference in the performance of the four jeeps and they all have an identical top speed. *4x4 Off-Road Racing* is a very disappointing Epyx simulation.**

44%

Presentation	56%
Graphics	53%
Sound	40%
Playability	44%
Addictive qualities	42%

OVERALL 42%

Producer **Firebird**
Bird feed **£7.99 cass**
Author **Probe**

A dwarf and a duck venture into a strange building called the Night House. 'There'll be tons o' treasure in 'ere' says Shorty. 'And it says in the blurb that if we find ten special keys, we can get to the Calculations Room, whatever that is.'

'Quack!' agrees Ducky. So off they set through cobwebbed rooms, Ducky flying directly above Shorty's head: 'I hope you don't get too scared by the spooky things round here,' warns Shorty, 'or I'll need to wash my hair when I gets 'ome'.

On entering a doorway, the duo drop appear in a ominous-looking expanse. Here, in a murky corridor live some of the weirdest flying creatures Ducky has ever seen. 'They don't look like my mates,' he informs Shorty. 'Ouch! One just hit me – gerra move on will ya, Shorty!'

But Shorty is about as fast as a tortoise on crutches. 'I tell you what,' says Ducky, 'I'll fly on ahead to look for the treasure chests and you can follow me when I find one.'

'But 'ow will I know where you

Producer **Anco**
Your stake **£9.95 cass**
Author **John Mitchell**

Shock, horror! Page Three Maria Whittaker is really an alien shapechanger! The appalling truth is revealed not by the *Sunday Sport*, but by Kent-based software house Anco. In a series of hand-drawn pictures from their latest strip-poker release they show Maria's face covered in ugly red splotches while her body becomes increasingly bizarre – one screen shows her arm is contoured *exactly* like the coastline of Norway!

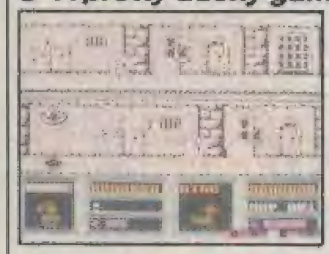
Well, this has got to be the most offensive software we've seen in ages. Not only does it offend feminists, but gratuitously insults Maria Whittaker fans, poker enthusiasts, unemployed graphic artists, anyone without a white stick and no doubt Maria Whittaker herself. Something of an achievement we think.

To be honest the poker isn't too bad, although once you've completed the game, after an hour or so, the £9.95 might seem rather black comedy. In fact there is an option to play another

DYNAMIC DUO

▲ Ducky and Shorty get their act together to read the map on the lower screen

● A pretty ducky game?



are?' enquires Shorty.

'Simple,' replies Ducky. 'You see, this split-screen technique allows us both to be shown at the same time. And if we're together, we can even see a map'.

'Ingenious!' enthuses Shorty.

MIKE Oh dear. There isn't really anything in the least bit endearing about *Dynamic Duo*. It's boring, unattractive and initially confusing, due to both poor instructions and a very badly laid out screen display. What's more, when you do work out the irksome controls the actual game is disappointingly shallow – just run around, shoot things and grab treasure. Two-player games are usually popular in the Towers, but this wasn't. It's probably best playing it in one-player mode, flipping between the characters, so you can't blame anyone else for your mistakes.

30%

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: sloppy, flabby sprites search dreary corridors
Sound: fetch me my hearing-aid
Options: one or two players? Probably best with none
General rating: the most unentertaining double act since Little and Large

'Pity it's such a crappy, boring game really. Flipping daft graphics an' all – does my bottom really wobble like that?'

'I'm afraid so – ever since you went on the Nick Roberts high-fat diet!' quacks Ducky.

PHIL 28%

Presentation	24%
Graphics	35%
Sound	17%
Playability	31%
Addictive qualities	27%

OVERALL 29%

MARIA'S CHRISTMAS BOX

● Drop your hands, or your trousers!!

'girl' which, when selected, painstakingly loads in another 23 blocks and guess what? The pictures are exactly the same as those you've already seen! Anco offends buyers yet again!

The quality of the programming is perhaps best judged by the incredibly slow and jerky scrolling of ironic messages across the bottom of the screen. Readers tempted by this dubious release, can thus be assured neither game nor graphics are worth £1.99, let alone £9.95, even the poster is poor being an exact duplicate of the tacky, but perfectly demure, cover.

STUART 24%

THE ESSENTIALS

Joysticks: Cursor
Graphics: badly-drawn pictures of Maria (we think) in various states of undress
Sound: a pathetic card shuffling noise that sounds like a severe case of flatulence – perhaps Maria had beanz for dinner
General rating: appalling piece of exploitation – not of Miss Whittaker, but of anybody gullible enough to buy such trash

▼ Maria Whittaker (or so we're told) being coy

PHIL After playing this all the way through, and several times being reduced to just my socks, I've come to the conclusion this is a really thrilling release for all you fans of abstract art. Only about two of the pictures look convincingly human, and of them only one bares any resemblence to Miss Whittaker. It wouldn't be so bad if the computer played a decent game of poker, but it's far too easy to beat. Further tackiness is added by Maria's corny comments when you win a hand, such as 'Your mother wouldn't like what you're doing to me'! Such a tacky licence is clearly aimed at those seeking titillation. But even if you like to keep abreast of both Miss Whittaker's assets, *Maria's Christmas Box* turns out to be just one huge boob (you're fired! – Ed).

21%

Presentation	32%
Graphics	22%
Sound	08%
Playability	25%
Addictive qualities	21%

OVERALL 23%

Cheetah

STAR PROBE

THE EMPIRE STRIKES BACK

COMPATIBLE with SINCLAIR +2,+3

- Eight highly sensitive light touch MICROSWITCHES
- Unique ergonomically designed control handle
- Built in AUTO FIRE
- Indestructible METAL SHAFT
- +2, +3 Selector Connector
- Four fire buttons
- 12 month warranty
- Automatic Centering
- High impact robust body
- Heavy duty base with strong stabilising suction cups
- Eight directional control
- On table or in hand operation
- Compatible with ZX Spectrum 16k, 48k, 128k, +2, +3, Commodore 64, Vic 20, Amstrad, Atari, etc.

ONLY £14.95

THE NEW ROYAL EDITION

Cheetah

CHALLENGER

- Two ultra sensitive fire buttons
- Ergonomically designed control handle
- 12 month warranty
- Automatic centering
- High impact robust body
- Heavy duty base with strong stabilising suction cups
- Eight directional control
- On table or in hand operation
- Compatible with ZX Spectrum 16k, 48k, 128k, Commodore 64, Vic 20, Amstrad, Atari, etc.

ONLY £4.95

DELUXE

A Right Royal Joystick

- AUTO FIRE
- METAL SHAFT
- 12 MONTH WARRANTY

ONLY....£10.95

Cheetah MACH I

MICROSWITCH JOYSTICK

- Deluxe, robust construction.
- Comfortable rugged hand-grip, 8 directional control with automatic centering.
- Heavy duty base with strong stabilizing suction cups.
- Highly sensitive light touch MICRO SWITCH fire buttons.
- Built in AUTO FIRE function.
- Ergonomically designed control handle with indestructable METAL SHAFT.

Mach I+ Joystick compatible with ■ Sinclair ZX Spectrum 16k 48k 128k +3 ● Amstrad computers ★ Commodore 64 & VIC 20 Computers ■ Commodore C16 & Plus 4 Computers (adaptor sold separately) ● Atari 2600 & Atari 5200 Video Game Systems ▲ Atari Home Computers

THE TOP PEOPLES CHOICE

125+ The Explosive Joystick

- Compatible with ZX Spectrum, 16k, 48k, 128k, +2, +3, Commodore 64, Vic 20, Amstrad, Atari, etc.
- Four extremely sensitive fire buttons.
- Uniquely styled hand grip.
- Auto fire switch. ● 12 months warranty.
- +2 Selector Connector.

ONLY £8.95

COMPATIBLE with Sinclair +2, +3

All specifications and prices subject to change without notice

Prices include VAT, postage & packing

Delivery normally 14 days.

Export orders at no extra cost.

Dealer enquiries welcome.

ACCESS

Cheetah products available from branches of Argos Dixons Harrods LASKYS WHSMITH

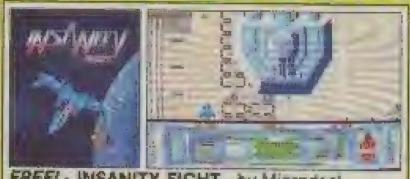
High St. Stores and all good computer shops or direct from Cheetah.

Cheetah Marketing

CHEETAH MARKETING LTD
Norbury House, Norbury Road,
Fairwater, Cardiff CF5 3AS.
Telephone: Cardiff (0222) 555525
Telex: 497455 Fax: (0222) 555527

FREE! TENSTAR PACK WORTH OVER £229!

FREE! - AMEGAS - by Players



FREE! - INSANITY FIGHT - by Microdeal

FREE! - ART OF CHESS - by SPA

FREE! - MERCENARY COMP - by Novagen

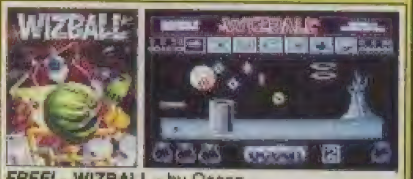
FREE! - BARBARIAN, ULT WARRIOR - by Palace

FREE! - TERRORPODS - by Psygnosis

FREE! - BUGGY BOY - by Elite

FREE! - THUNDERCATS - by Elite

FREE! - IKARI WARRIORS - by Elite



FREE! - WIZBALL - by Ocean

Commodore AMIGA

£346.95 +VAT = £399

INCLUDES FREE UK DELIVERY

The Amiga 500 is one of a new breed of technologically advanced computers, which are now emerging as the new standard for home computing, based around the new Motorola 68000 chip. The A500 has 512K RAM and a 1Mbyte double sided disk drive built-in. It can be connected directly to a wide range of monitors, or to a domestic TV set through a TV modulator. Designed with the user in mind, the A500 features a user friendly WIMP environment and comes supplied with a free mouse. And, when you buy your Amiga from Silica Shop, the UK's No1 Amiga specialists, you will experience an after sales service that is second to none, including a technical support helpline and free newsletters and price lists. Return the coupon below for our current information pack, which will give details of the Silica service and the very latest Silica Amiga offers. E&OE.

WHY SILICA SHOP?

Before you decide when to buy your new Commodore Amiga computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer as well as expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Amiga related products in the UK, a full time Amiga specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. Here are just some of the things we can offer you:

THE FULL STOCK RANGE: The largest range of Amiga related peripherals, accessories, books and software in the UK.

AFTER SALES SUPPORT: The staff at Silica Shop are dedicated to help you to get the best from your Amiga.

FREE NEWSLETTERS: Mailed direct to your home as soon as we print them, featuring offers and latest releases.

FREE OVERNIGHT DELIVERY: On all hardware orders shipped to Silica Shop customers within the UK mainland.

PRICE MATCH PROMISE: We will normally match our competitors offers on a 'same product same price' basis.

FREE TECHNICAL HELPLINE: Full time team of Amiga technical experts to help you with your technical queries.

But don't just take our word for it. Complete and return the coupon below for our latest Amiga literature and begin to experience the Silica Shop specialist Amiga service.

PHOTON PAINT PACK

A500 Computer	£399.99
TV Modulator	£24.99
Photon Paint	£69.95
TenStar Pack	£229.50
TOTAL RRP:	£724.43
LESS DISCOUNT:	£325.43
PACK PRICE INC VAT:	£399

1084S MONITOR PACK

A500 Computer	£399.99
1084S Colour Monitor	£299.99
Photon Paint	£69.95
TenStar Pack	£229.50
TOTAL RRP:	£999.43
LESS DISCOUNT:	£350.43
PACK PRICE INC VAT:	£649

FREE FROM SILICA

When you buy the Amiga 500 from Silica Shop, you will not only get a high power, value for money computer, we will also give you some spectacular free gifts. First of all, we are now including a TV modulator with every A500 stand alone keyboard, so you can plug your Amiga straight into your TV at home (the modulator is not included with the A500+A1084S pack as it is not required for use with monitors). Secondly, we have added a free copy of Photon Paint, an advanced graphics package with an RRP of £69.95. Last (and by no means least!), so that you can be up and running straight away, we are giving away the sensational TENSTAR GAMES PACK with every A500 purchased at Silica Shop. This pack features ten top Amiga titles which have a combined RRP of nearly £230! Return the coupon for details.

FREE TENSTAR PACK

When you buy your Amiga 500 from Silica Shop, we want to make sure you get the best deal possible. That is why we are giving away the TENSTAR GAMES PACK worth nearly £230 absolutely FREE with every A500 purchased from us. The TenStar Games Pack includes ten titles for the A500, each individually packaged in its own casing with instructions.

Amegas	£14.95
Art Of Chess	£24.95
Barbarian, Ult Warrior	£19.95
Buggy Boy	£24.95
Ikari Warriors	£24.95
Insanity Fight	£24.95
Mercenary Comp	£19.95
Terrorpods	£24.95
Thundercats	£24.95
Wizball	£24.95
TOTAL RRP: £229.50 INC VAT	£229.50

DO YOU OWN AN AMIGA?

If you already own an Amiga computer and would like to be registered on our mailing list as an Amiga user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist Amiga service that is second to none.

SILICA SHOP:

SIDCUP (& Mail Order) 01-309 1111
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
OPEN: MON-SAT 9am - 5.30pm LATE NIGHT: FRIDAY 9am - 7pm

LONDON 01-580 4000
52 Tottenham Court Road, London, W1P 0BA
OPEN: MON-SAT 9.30am - 6.00pm LATE NIGHT: NONE

LONDON 01-629 1234 ext 3914
Selfridges (1st floor), Oxford Street, London, W1A 1AB
OPEN: MON-SAT 9am - 6.00pm LATE NIGHT: THURSDAY 9am - 8pm

To: Silica Shop Ltd., CRASH 0289, 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX

PLEASE SEND ME FREE LITERATURE ON THE AMIGA

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode:

Do you already own a computer
If so, which one do you own?

WATCH THE REALTIME!

BUT DON'T GET TOO CARRIED AWAY!!

CARRIER COMMAND

CARRIER COMMAND

is the game that **Telecomsoft/Rainbird** have been promising for quite a while (it's 99.9% finished the lads at CRASH keep being told). But it now seems that it will see the light of day very soon (hah, where have we heard that one before?), so to celebrate Rainbird have asked me to run this comp. The Realtime-programmed game concerns two heavily armed aircraft carriers duking it out over 32 islands – see page 95. I had a great uncle who went to sea you know, he became the captain of a cruise liner, only trouble was that it hit an iceberg and sank.

The only time that I have been to sea was when I won the competition holiday, the only trouble was that I don't travel too well by water and consequently felt rather sea sick. Of course, I gained no sympathy from the CRASH mob, they only moaned about me having a holiday whilst they slave away over their word processors. But enough of the wittering about my hols, where was I . . . oh yes, the *Carrier Command* competition. Rainbird, are offering some great prizes (and I mean that most sincerely folks). The first four names out of the hat will earn their owners a Telecomsoft goodie bag, in it they will find a Telecomsoft watch, a Telecomsoft T-shirt, and a copy of *Carrier Command*. Although fifteen runners-up won't feel left out because a copy of *Carrier Command* will soon be winging its way to them (128K only at the moment!). How to win? Get out your pencils and colouring pens and use your imagination to draw a *Carrier Command*-style futuristic battleship, add your name and address and send your masterpiece to **AHOY THERE MATEYS!, CRASH, PO Box 10, LUDLOW, Shropshire SY8 1DB**. Entries in by April 2, please.

CRASH COMPETITION

INCREDIBLE SHRINKING

A CRASH Smash

MIKE Gameplay is original, challenging and most importantly, enjoyable! The only major problem is the fact that after every life the sphere goes back to the top of the first plate, which is absolutely maddening when you were at the bottom of the fourth! The title tune isn't exactly the sort of thing you put on tape and listen to on the Walkman (well, not unless you've got inexplicably bad musical taste!), but the ingame effects are quite adequate. Well designed, and more or less perfectly implemented, *ISS* is a pleasure to play. At ten quid it's a fair investment, but well worth it!

91%

Producer **Electric Dreams**
Small change **£9.99 cass**
Author **Four's Field**

● *Ball goes on CRASH diet*

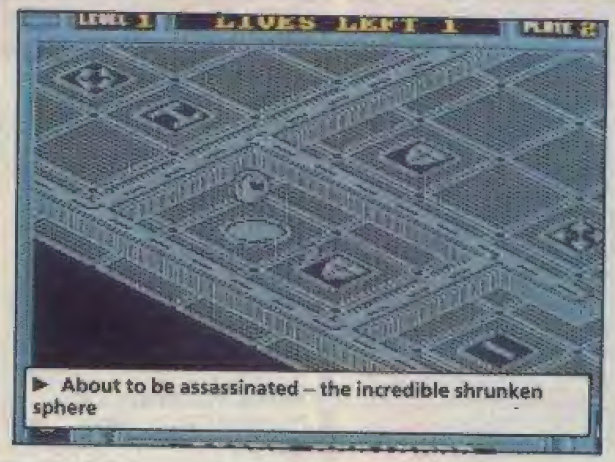
You live on the planet Sangtalmadore and, being an ambitious soft of chap, have entered the Sphere Training Corps. The most fearsome part of the STC is the Sangtalmadore Run, made even more deadly by a recent earthquake trapping Colonel Matt Ridley. You've volunteered to rescue him, but only complete mastery of your fighter sphere will see you through.

The Run is made up of eight levels, each subdivided into four interconnected isometric mazes. There's much more to the game though, than simply having a good enough sense of direction to find the exits and lifts. The sphere is incredible not only because it can shrink, but also because it can expand and change its weight by touching special tiles. Being small allows you to go through narrow passageways, being light means you don't fall through cracked tiles, but at other times you need to be big and heavy to push objects around.

There are also hostile tiles which can trap you, domes which can send you zooming off at high speed, and assassin generators. Assassins are hostile drones which take a life on contact – unless you have a shield (gained by touching the relevant tile) or shoot them first. You only have a limited amount of ammunition, but you can get a refill by bumping into an ammo dump – four of these are placed by the player before the start of the game. The Run's toughest problem, however, is the rapid decay of all the blank tiles. Contact with a decayed tile is deadly, so there's a time limit.

Clearly *ISS* is a fairly complex game, made even more so by the ball's inertia leading to control problems. Persistence has its own reward though, and a game of immense playability is soon revealed. Both skill and strategy are needed to get through the levels and this combination gives the game long-lasting appeal – it really grows on you the more you play it.

PHIL 90%



► About to be assassinated – the incredible shrunken sphere

ROLL OVER?

- Try to stay as small and light as possible (did I mention Nick?!).
- Collect a new shield whenever you see one. If your shield runs out, be very careful not to bump into assassins.
- When you place your ammunition dumps, make a sketch of the maze so you'll know where you're going.
- Roll over the plus signs for extra points – you get an extra life after 50000 points.
- Whatever you do, don't be a square!

If you thought that the control on *Virus* was tough wait until you play *Incredible Shrinking Sphere*. Slow and deliberate movements are a must because thundering blindly about often causes the normally erratic ball to become wildly anarchic. Practice makes perfect though, and after that great fun can be had trying to complete the current level whilst keeping out of the reach of the assassins. Like Mike, I found the prompt return to Level One after a death absolutely infuriating, but that said, this a very challenging and innovative game which will keep you playing for ages.

MARK 90%

THE ESSENTIALS

Joysticks: Kempston, Sinclair
Graphics: attractive scrolling, isometric mazes
Sound: only a few spot effects, even on the 128K
Options: place ammunition dumps
General rating: a puzzling, enjoyable maze game with lots of lasting appeal

Presentation	88%
Graphics	85%
Sound	52%
Playability	89%
Addictive qualities	91%

OVERALL 90%

SANXION HITS

What the jiggins is all this *Sanxion* milarky anyway?!!?

"Blowed if we know", pipes six squillion *Sanxion Hits* readers, "but wethinks about time the so-called "truth" was discovered! Hurrah!!!

Helllloooo there viewers, "nestling" in the heart of Britain's so-called beautiful Berkshire is a small "hamlet", but it's home to the brightest software house around . . . **Thalamus**!!!

Everyone knows that Thalamus has been rampaging "up" the Commodore 64 games charts since, oooo, 1903 which is quite an astounding feat really, isn't it? And way back in 1903 a spriteful young Finnish chappie, who claimed to be Stavros Fasoulas, came up with a game called Sanxion, and what a game it was. "Best shoot 'em up ever" hollarded lots of people and immediately "popped" out to their local software stockist and bought zillions of copies taking it to the number one "slot" in the charts and there it stayed for 83 years!!!

And swipe me, if the Thalamus team haven't come up with a "spiffing" brainwave. To put Sanxion on the Spectrum!!! Not just the same though, no, by jimmeny! It's now **Sanxion: the Spectrum remix**. Brill eh?

Sanxion: the Spectrum Remix is a stunning horizontally scrolling shoot 'em up extravaganza with the alien battles viewed from the side and from overhead!! Cooo-er!!! Is there no end to this games brilliance? Nope!!

Level after level of crazed aliens sweep down onto future Earth's surface spitting laser death, like aliens do when they get a bit vexed. Sanxion is one of them technical things called "multiloads" which means it's going to be fab!

And with music too!!! Originally composed by the hip popster Serge Prokofiev (v. ancient pop type who stunned the world with his best selling single *the Romeo and Juliet suite*).

In "fact", **Sanxion: the Spectrum remix** has created such a hullabaloo in the Spectrum software scene that it's bound to be an absolute riot!!!

So there you have it listeners. **Sanxion: the Spectrum remix** on cassette at a measly £7.99 and on +3 diskette at £12.99. And that's your "lot"!! Byeeeeee!

Cripes!!! Who are these two young "trendies?" And how swanky they look in their Thalamus T-shirt get up!!!! Now you can have the same "cred"!!!! Just send a cheque or postal order for £5.50 made payable to Thalamus Ltd to: Thalamus "T"shirt Offer, Thalamus, 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW. **And waddayouknow a fab 100% combed "cotton" T-shirt (XXL) will be with you before you can say "Bob's your uncle!". That is as long as you take 28 days to say it (Haw haw!).**

★★★ PERSONAL FILE ★★★

Dr Manfred V Flypaper

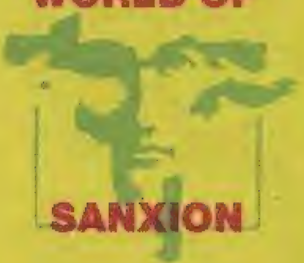
What a crazy man Thalamus' Space "expert" Dr Manfred really is. He's the one who studies all Thalamus" games and finds the "real" stories behind them!!

FULL NAME: Doctor Manfred V Flypaper. Vot does ze "V" stand for? Nothzink veally, it's just zat vhen ze vicar asked my fazer vot mine name was to be at ze Christening he zaid "Dr Manfred" zen he flicked two of his fingers at Aunt Gertrude and zen said "Flypaper"!! It just zort of stuck!!!

WHAT DO YOU KNOW ABOUT OPERATION SANXION? Very good quevstion mine host. Ah vell, Operation Sanxion happens in ze future vhen a load of old aliens get razther upzet that things on Earth are all "tickity boo" so decide to shoot ze living daylights out of everbody!! **Sanxion: the Spectrum remix** is just a simulation of future events!!! Be prepared kids!

HAVE YOU GOT ANY GOOD TIPS FOR IMMORTAL LIFE? Vell, buying **Sanxion: the Spectrum remix** is good start! Just £7.99 on tape and £12.99 on ze ±3 disk!!!

THE CRAZY WORLD OF



SANXION

Golly! Aren't Thalamus 'jubilant" about *Sanxion's* release?!?!

Yes they are!! "*Yeahhhhhh, weweeeeeoooooo, hurrah! Yippeeeee! it's the best thing since, oooooooommo, the last game we launched!*" cries **Paul** "parsnip" **Cooper**, Thalamus' big boss. And what about you Mr **David** "smarty-boots" **Birch**? "*Brilliant!!! Super!!! Smashing!! Love you all!! Now kids, remember – send your orders for* **Sanxion: the Spectrum remix** to Thalamus, 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW and the world will be a better place!!" (Snip! This is all getting far too silly! (th-wack!) Wha . . . Badoing!" It's a "radish"!!!) **Byeeeee!!**

PHIL KING'S ADVENTURE TRAIL

Aargh, my stomach's still aching from that disgusting Samara pie I ate last month. Ha, serves me right, you're thinking. After all, what does a footy-mad sheep farmer know about adventure games anyway? Well, a bit more than my eccentric Egyptian predecessor – how can any sane person voluntarily eat sheep's eyes?!

So leaving my football and flock behind, I shall venture into dark worlds where even my sheep fear to graze. This month I've stepped into the shoes of such diverse characters as an accident-prone gnome and a monk who witnesses some X-rated goings-on in the Dark Ages. Until next month, carry on reaching for your goals, but always keep your sheep on the ground.

INGRID'S BACK

Level 9, £14.95 cass, £19.95 disk

Contrary to popular belief (the whole of my sheep flock), this is not the sequel to *Ingrid's Front*, but instead to the very humorous *Gnome Ranger* (for some strange reason never reviewed in CRASH). If you've played that game you'll know its star, Ingrid Bottomlow, is one of those brainy people always trying to fix what ain't broke. In the first game her folks gave her a one-way teleport scroll in the futile hope of losing her.

Upon her return the accident-prone gnome is soon driving her family to distraction again – not to mention attempted murder. Unfortunately for Jasper Quickbuck she survives to become the biggest, not to say the ugliest, opponent to his plans to steamroller her village so as to make room for some yuppie homes! (A hanging offence if there ever was one!)

The adventure is split into three separately-loaded sections. In the first section Ingrid, with the help of her dog Flopsy, must get the villagers to sign a petition to block Quickbuck's planned eviction order. Finding people is no problem as the special FIND command can be used: Ingrid then takes the shortest route to the relevant character. This is just as well, as the characters independently move around the countryside. But getting some of them to sign the petition is a little more difficult. Ingrid's windmill-owning Uncle Dusty, for instance, is suspicious of her since she demolished his last mill! Then there are Quickbuck's minions, who, if offered the petition, will sign silly names like Mickey Mouse. Nevertheless experienced adventurers shouldn't take too long to finish the petition.

Section two is called The Steamroller – so much for the power of petitions. The Bottomlows are just enjoying breakfast when a strange sound suddenly erupts from nearby. It is the chugging and spluttering of a steamroller being driven towards the Bottomlows' farm by Silas Crawley, one of Quickbuck's unscrupulous employees.

Now if it was my house that was about to be flattened, I'd just set my pet Tory MP on them. Ingrid's more into passive resistance, though; ie, lying down in front of the steamroller. This delays the destruction of the farm – not because Silas is worried about hurting anyone, but because the steamroller might get damaged by running over such a

When the lights go up the show goes on.

MOVIE – The Video Magazine. Playing near you.

MOVIE is the great monthly for film and video entertainment. Issue five is on sale now, 84 feature-packed pages on who's who and what's what on the screen including River Phoenix, Sylvester Stallone, James Cagney and great competitions. PLUS a 16-page Stanley Kubrick supplement, latest in a 12-part series to collect. MOVIE – The Video Magazine gives you the complete picture. £1.90 from all good newsagents – or send £1.90 to Newsfield Ltd, PO Box 20, Ludlow, Shropshire SY8 1DB for a sample copy.

substantial gnome! However, this is only a temporary solution; the permanent one requires a lot more thought and puzzle-solving. Part three is equally difficult and involves infiltrating Quickbuck's manor disguised as a maid.

Just as in *Gnome Ranger*, every situation in the sequel is laced with a characteristic type of humour which, depending on taste, will either have you splitting your sides or scratching your head in bewilderment. To be honest I didn't much like the continual use of 'gn' instead of 'n', particularly as you have to spell inputs that way as well. It's not too much to put up with though, and there are some brilliantly-funny scenes, such as where a travelling salesgnome is making a feeble attempt at playing darts. Some of the solutions also require lateral, whimsical thinking, so the humour isn't wholly superficial.

Interaction with characters is mainly limited to ordering them around, eg GNOAH, LIE DOWN. But a good atmosphere is created by the hilarious descriptions of the various gnomes and trolls you meet. The typically-refined Level 9 parser understands virtually all sensible input and includes the useful commands GO TO a location, FOLLOW a character, and on 128K machines, UNDO and RAMSAVE.

The triple format (+3, Amstrad CPC and PCW) disk also contains about thirty black and white pictures on the B-side. As in *Lancelot*, the size of the picture may be altered by scrolling it up to increase the size of the text window below.

Littered with puns, *Ingrid's Back!* is a fine adventure as well as a funny one, and should provide welcome light relief for weary adventurers. Indeed, Level 9 are so sure of her continued popularity that another Ingrid game is planned for release in May, titled *Gnome Free!*

Overall 81%

THE HERMITAGE

Pegasus Developments, £3.99 (48K cass), £5.99 (128K cass), £9.95 (128K disk)

For those of you who think that a hermit is a gangly green frog in love with Miss Piggy, you're obviously very stupid! A hermit is actually someone who decides to live in solitude. And his abode is thus not a Muppet Theatre but something called a hermitage.

In this homegrown, *PAWed* adventure, you are a monk named Ambrose, living in the Dark Ages. He's been putting his feet up in the local monastery for the last twenty years or so. A cushy life you might think, but just recently – and rather belatedly – the Archbishop has decided he should actually do some work. A pilgrimage has been suggested, and not to some dead glam place like Rome or Lourdes. Instead, Ambrose is to toddle up to the local mountains and murder this old hermit. Not very Christian you might think, but in fact during the Dark Ages the Church was really into that sort of thing, what with burning people at the stake, boiling them in oil and drowning old women in rivers, it was virtually the peak of religious activity in Europe. And a sad consequence of all this was that the dead peoples' property had no-one to look after it, forcing the Church to take it over . . .

According to the Archbishop, the hermit must be killed because he's an incarnation of our old friend Beelzebub. In all probability he probably just holds a few wild parties now and again, to break the tedium. But still, Ambrose is far from keen on this pilgrimage idea. Anyway, he sets off with no possessions and apparently wearing nothing – obviously a bad habit to get into (groan – Ed). This is where the game begins and it's a good idea to swiftly return to the monastry for some objects to help you on your quest. Unfortunately, during your brief absence the monastry has been ransacked and the Archbishop killed. Even more spine-chilling, all the dead bodies have been drained of blood.

After gathering a few things it's out of there as fast as possible, even if the only road takes you toward the mountains. First stop is a strange village where the villagers are tying young women to hay stacks and setting them alight, while copulation is going on in the street (not another Acid House party scandal!). Being a saintly soul, or even if the reverse, it's a good idea to save a young woman if you want to progress in the game.

Once you've escaped from the village you soon come across a small hut which deserves investigation. Inside is another beautiful lady, sprawled across the bed and obviously in need of spiritual guidance from you. Furthermore, she wants you to kiss her (this Ambrose chappie must be the monasterial equivalent of Richard Gere), but unfortunately she has a fetish for draining the blood from her lovers!

Clearly *The Hermitage*'s authors have set out to shock and, although there's no bad language present, this is what they achieve. The shock value derives mainly from the adventure setting, however, there's only a few outrageous scenes, none of which could provide much competition for a typical Hammer horror film on TV. And just like those feeble horror movies the plot in this adventure is weak, consisting of a hotchpotch of unconnected places and ideas which don't gel together. Deprived of any kind of effective mystical atmosphere the 'shocking' scenes are simply amusing.

On the technical side the game is much better with useful VOCAB and ROOM commands. The +3 version features some excellent, and completely innocuous colour pictures, loaded in when they're needed. +3 owners also get a free, humorous adventure, *Teacher Trouble*.

Hopefully these technical talents will be put to use in a better adventure next time as *The Hermitage* wastes them. 'Shock' scenes cannot compensate for a feeble plot, and with only a few problems needing to be solved to complete it this is a disappointment.

The Hermitage is available direct from Pegasus Developments (cheques payable to Tony Collins) at **760 Tyburn Rd, Erdington, BIRMINGHAM B24 9NX.**

Overall 47%

NEWS

Creators of The Challenge Of Ivthus, *Creative Forces, have written to inform me that they have improved the program by removing the bugs mentioned in my review (Issue 58). The new version is titled* Ivthus +, *and anyone with the old version can upgrade it by sending it back with the receipt and an S.A.E.*

After a short absence, Signstumps returns with a vengeance, and will continue to be a regular feature of the Adventure Trail.

LORD OF THE RINGS

GARY PLOWMAN asks how to get past the Mines of Moria in the second part of the game.

SAY DOOR 'FRIEND' to open the gate. Then go E, U, E, E, E, D, D, W, D, S, D. Smash the stone door in your way, go E and U. Go through the door into the square room where the book is. Wait until you are attacked by orcs, then go E, E, D, W, S, D, S. Then go S, D, E about ten times to get out of Moria.

CORRUPTION

PETE LIVESEY is obviously too scrupulous to be able to think corruptly. He wants to know how to get the tape to put in the BMW's cassette player.

First, you must go to Theresa's office at 10:00am (she leaves to powder her nose at this time). Get the brass key from the drawer and open the locked door to David's office. The tape is in his desk.

MATT LUCAS

KENNETH GUISE is having trouble with Player's excellent adventure: he wants to know how to get past the porcupines on the island.

SHOUT AT PORCUPINES to wake them up and make them run away.

THE BIG SLEAZE

Piranha's superb adventure is still causing problems for CARL CHADWICK. He asks how to blow the safe open, and also where to drive to in the car.

To open the safe, INSERT DYNAMITE (found in car) INTO KEYHOLE, LIGHT FUSE, go NORTH and WAIT until you hear an explosion. There are many places to drive to; those in part one include the office, Joe's Diner, the police station, and Astoria Boulevard.

THE BARD'S TALE

DAVE HARRIS is stuck in Electronic Art's excellent adventure. He just can't get off the first floor in the castle.

On the first level, you must first find the Crystal Sword (in a secret door) and equip your warrior or paladin with it. You must find a throne and make your bard sit on it. Now you should be able to continue and reach the top level of the castle.

RIGEL'S REVENGE

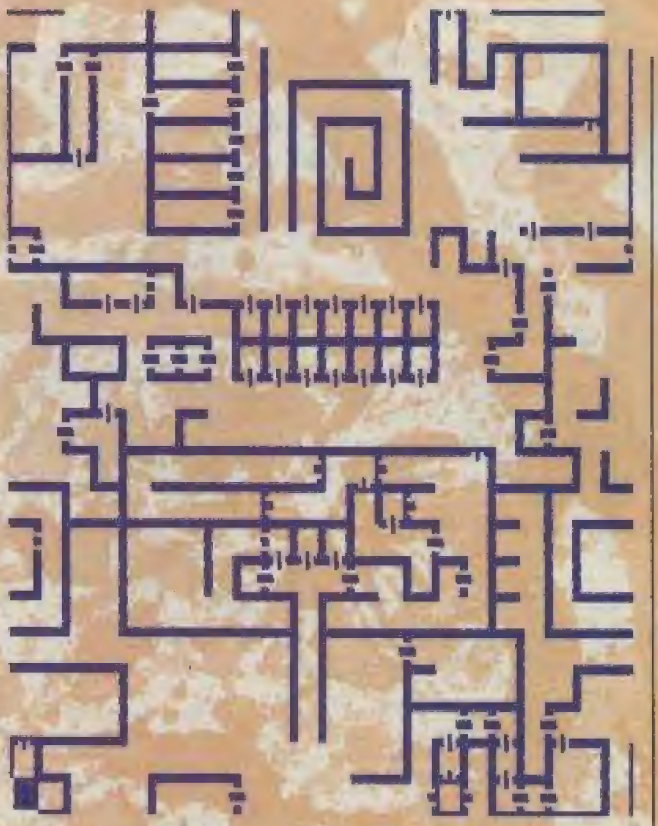
Both DAVID CARTLIDGE and MARK DAVIES can't escape from the basement. Despite following the Issue 55 tip (examine the sink, GET MEDIKIT, WEAR MEDIKIT, climb onto the sink, press the red button, pull the bar hard, bend or push the bar hard. When Harper feels drained, press the green button), they still can't quite squeeze through the bars.

To be able to get through the bars, you must not be carrying anything other than the goggles. So put all other objects through the window, go out and get all again.

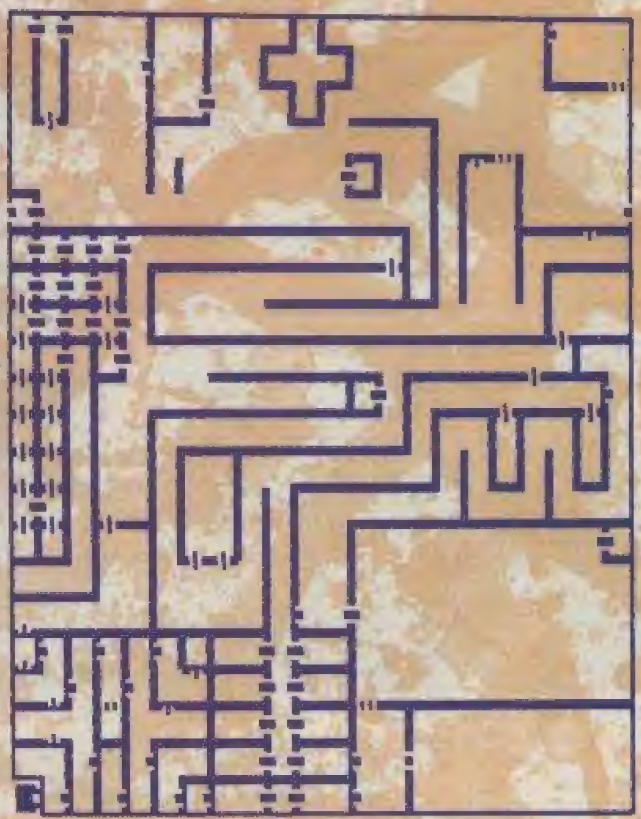
If you're tearing your hair out over any adventures – old or new – don't go bald! Instead, send me your problem and I'll do my best to help. Unfortunately, personal replies are not possible.

Don't forget, tips and maps are always most welcome and there's still a £30 prize for the best each month. Send tips and problems alike to

SIGNSTUMPS, CRASH, PO Box 10, LUDLOW, Shropshire SY8 1DB.



Harkyn's Castle, Level Two



Harkyn's Castle, Level Three

▲ **The above maps are excerpts from *Tales Of The Unknown, Vol One: The Bard's Tale Clue Book*. This comprehensive item is available from Electronic Arts (Langley Business Centre, 11-49 Station Road, Langley, Berks, SL3 8YN) for £5. Thanks to EA for permission to print the maps.**

3D POOL

THINK YOU'RE HOT STUFF HUH?

Well here's your chance to prove it.

European champion 'Maltese Joe' Barbara is waiting to rack 'em up and blow you out.

Unlike any other pool simulation, 3-D POOL incorporates a unique "move around the table" feature — allowing shots to be played from any position, just like in a real game.

3-D POOL will take all your skill to master and if you do get that lucky break, how about entering the nationwide 'Maltese Joe' high score competition with the chance to play a real frame with the champ. Full details in every box.

Cue up for a shot at big Joe.

BBC screen shots

BBC screen shots

Pocket 3-D POOL on . . .

Atari ST	£19.99
Amiga	£19.99
IBM	£19.99
Commodore 64 Cassette	£9.99
Commodore 64 Disc	£12.99
Amstrad Cassette	£8.99
Amstrad Disc	£14.99
Spectrum	£7.99
MSX	£7.99
BBC/Electron	£8.99

FIREBIRD

A LEGEND IN GAMES SOFTWARE

Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.

Firebird and Firebird Logo are trademarks of British Telecommunications PLC.

Emlyn Hughes

INTERNATIONAL SOCCER

RECOMMENDED BY MATCH

The best . . . incredibly realistic
ZZAP64

The best football game ever
Commodore Computing

The best ever . . . an amazing product
Computer & Video Games

AVAILABLE NOW FOR COMMODORE & SPECTRUM
£9.95 tape, £12.95 C64 disk

Coming soon for Amstrad 464/664/6128

Audiogenic

Audiogenic Software Limited, Winchester House, Canning Road, Harrow HA3 7SJ, England

Order by phone on 01 861 1166

VISA

LM'S FORUM

'Years may come and years may go, but the coming of spring remaineth slow' – yes, you guessed it, grandma's definitive word on why it's usually so cold right into March and April!

Well, I don't know about you, but we've certainly had a warm few months hear at the Towers (apart from a cold snap the other day . . . and the day before . . . and the day before . . .). And my Forum postbox has been sizzling hot, too, what with the Curious Case of the CRASH Covermounts adding to the usual array of controversy, complaint and cartooning.

But first things first; this month's £30 software prize goes to a fanzine fellow who's produced a little booklet of all-time greats which I enjoyed as much as CRASH's (well, almost . . .) . . .

THE GREATS DEBATE

Dear Lloyd
Can I just add my two penn'orths to the raging debate over CRASH's all-time greats?

About May 1988 the Chic Computer Club published a fanzine/booklet entitled *The Spectrum Software Collector's Guide* – which is in similar style to your supplement, and sought to assemble the very best titles released on the Spectrum throughout the years.

We obviously faced a similar problem to you as to how to define the best games out of the vast choice available to Spectrum-owners.

One of our alternatives was the one which you seem to have selected – simply to let an acknowledged Spectrum 'expert' or two select those titles which *in their opinion* were the 'best'.

What we tried to do was to temper our opinions with some hard facts – namely the sales and popularity charts for Spectrum games throughout the years. We then combined these with review ratings and audience feedback (eg year-end awards), and came up with a set of games which is based more on hard fact than speculation.

I'm sure you could do better than us if you put your collective minds to it, but for the moment I really feel that our list of games is closer to a definitive list of all-time greats than the CRASH one. It includes *Pyjamarama*, *Shadowfire*, *Manic Miner*, and *The Hobbit*, which by our calculations came out as the longest-running Number One of them all! How could you not select it? There has *never ever ever* been a game which caused such an immense reaction among Spectrum-owners for so long!

So if any of your readers are interested in a more factual selection of all-time classics, or a trip down Memory Lane, the *Spectrum Software Collector's Guide* is available from: Chic Computer Club, *28 Criss Grove, Chalfont St Peter, Gerrards Cross, Buckinghamshire SL9 9HQ*. The normal price is £1.99 and we'll even knock 50p off for CRASH readers in a fit of generosity!
Steve Winter, Gerrards Cross, Buckinghamshire

I have one semantic quibble with your points, Steve – though as I mention above, your Spectrum Software Collector's Guide **is a pretty comprehensive list of 104 greats.**

The problem is that you're talking about being 'definitive', and we've all said in Forum hundreds of times if it we've said it once that greatness in games, or anything, is a matter of *personal taste*. It just happens that some games have so much for everyone that they meet everyone's personal taste!

Using the sales figures and readers' votes is a good idea, which perhaps CRASH could incorporate next time it does a similar project. But it still doesn't solve the problem – if I happen to believe that Piranha's Flunky **was the best thing since sliced bread (I don't!), does the fact that it's not in your list make it any less 'great' for me?**

Ah well, philosophical folk always tie themselves in knots, grandma says. So I'd urge readers to make up their own minds by getting hold of the Chic Computer Club's publication if they can – it's nicely designed and packed with pictures, though of course they're all black-and-white and the reproduction is a little gloomy. (They'll have me writing Fanzine File next!)

Also, at the end there's a quiz – one question about each of the 104 greats – in which you can earn a certificate by playing all the games.

For information about Steve's club, send an SAE to the address he gives.

LM

DIAL C FOR CRASH

Dear Lloyd
Why the telephone competition – what happens to people who don't have phones? The price of CRASH is surely enough without having to pay to enter competitions – please revert back to the comps-on-

comps-on-the-page format. The phone system is fine for tips and releases but for competitions – no thanks!

Continuing on the competition line, where are the results from the Christmas edition?

Yet another complaint comes through the new charts. If you're going to change them, why not include the Gallup charts, as they mean far more than the current ones?

Michael James Brown, Dewsbury, West Yorkshire

And I thought I was the only person in Britain without a phone . . . I agree that it's not very easy for the untelephonic to enter the Hotline comp, but we certainly haven't given up on ordinary competitions either. Look at it as a phone comp gained rather than a printed comp lost!

As for the charts, I agree (again) that CRASH's system is not as scientific as Gallup's. However, there are problems with printing Gallup charts too – most notably the time delay. By the time Gallup had compiled it and sent it to us and we'd printed it, the chart would already be well out of date.

LM

TWO, FOUR, SIX, EIGHT, WHAT DON'T I APPRECIATE . . .

Dear Lloyd
Hello! And welcome to the Leigh Loveday Humble Opinions and Trivial Complaints Department. A list of the same follows:

1) Why was the Christmas Special out on November 17 when it could have been out on December 15?
2) Why, in the Christmas Special with so many extra pages, was Jetman still only given one page (albeit in colour) and the Forum only three pages?
3) I am getting quite irritated with the misleading review index (page numbers sometimes wrong) and omissions of Hot Shot games (eg in the aforementioned Chrizzy Special, Hot Shots were above 80%, but *Rex* got 82% – no sign of it in the Hot Shot index).
4) I, (and most of my friends) agree with Nick about Red Dwarf (talk about trivial!).
5) What's the slimy thing in the page margin called (if anything)?
6) Why don't you review all budget games?
7) Could you please Sellotape your cover cassettes on lengthways, because when I try to pull the Sellotape off, it pulls the cassette tape out with it, therefore ruining my demos.
8) Is there any reason for the recent lack of software? (Only 16 reviews in Chrizzy Special! Even less previously!!)
9) I do believe that CRASH is getting smaller. Not thinner, but smaller in content (ie the reviews are getting too short, etc).
10) Aha! A chart! My favourite 128K music . . .

☆ *Bionic Commando*
★ *Thundercats*
☆ *Beyond The Ice Palace*
★ *RoboCop*
☆ *Exolon*

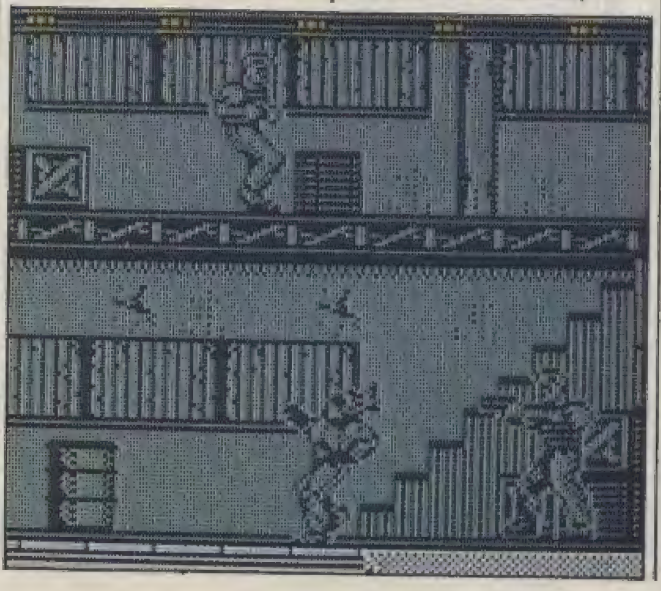
Right, that seems to be it. Pack up lads, we're off 'ome for tea (oh dear, this letter was serious up to there.) Oh, and please don't give me a short answer. Please?

Leigh Loveday, West Glamorgan
PS Antidisestablishmentarianism (LMLWD?)

Dear me, you sound like grandma complaining when I happen to pick up the wrong kind of Chelsea buns in town for her . . .

1) They say Christmas is getting earlier every year, but the real reason the Christmas Special came out in November is that monthly magazines appearing in December suffer quite a lot of problems.

Many newsagents were closed for several days at a stretch last year, what with Christmas Day falling on a Sunday and everybody taking weekdays off instead, which slows down sales. Also,



everyone's so busy stuffing themselves they sometimes forget to buy CRASH (difficult as it is to believe). So, we felt that if we were going to put a lot of work into a Christmas Special, we might as well get it out early so it had a good month on the shelves!
2) There are always limitations on space (which is why Ed Dom likes those one-word answers . . .) – that should answer question 9, too.
3) There is no excuse for the errors in the review index, as we well know, but sometimes last-minute changes are made to the order of the reviews after the index has been typeset, and there isn't time to correct it. As for Hot Shot problems – maybe (I don't know myself) the game was only reviewed very close to the magazine's completion.
4) What is Red Dwarf?
5) The 'slimy thing' has recently been christened Leigh.
6) We review most good budget games, but the reasoning is that most people can afford to gamble two or three pounds on a game being good, whereas they don't want to risk £10 or so on a full-price game. Also, many budget games are pretty predictable in content . . . Anyway, Ed Dom informs me that a new budget section, Budget Bureau, has just started on page . . . umm . . . 66 (I think). Why not take a look and send me you views?
7) The cassettes wouldn't be so securely held; think about it.
8) Less is more, as a famous architect once said (actually, I shouldn't let Dom hear that, or he'll be telling me all the time . . .). Seriously, I think the answer is that most software houses are more concerned about quality than quantity now.

LM

PS Triiodothyronine

EH EH EH?

Dear Lloyd
Is your granny a little stiffy?!? (Ooer, sounds kinky.)
Is the reason she won't tell you the meaning of life because she is in a lead coffin six foot under?!? If so, are you telepathic and is that how you contact her??
Jayson 'idiot' Snipe, King's Norton, Birmingham

PS Do you still wear women's underwear? And as you've probably noticed, I'm *mad*!!!

PPS Your mag is dead good.

No, no, no, I never did, I did, I know.

LM

THE PRICE IS RIGHT AFTER ALL

Dear Lloyd
In reply to Paul Clements's letter in Issue 58 of CRASH, I think that the price of games is very reasonable. Very few games are priced over £10, and most are worth it; who wouldn't pay £15 for *Driller*?
Also, has he never heard of mail order? CRASH's own is one of the best and most reliable around.
Most of my friends get £10 or more every week, I myself get £15 a week; therefore if Paul gets only £7 a month, a small price rise would seem catastrophic.
A game that costs £8, *Head Over Heels*, gave me 250 hours of enjoyment. This works out to 3.2p per hour, pretty damn cheap!
At the PC Show, I bought an Amiga A500. I am very impressed with such games as *Starglider II*, *Carrier Command*, and *Rocket Ranger*, but in the last week I played such games as *Head Over Heels* and *Rampage* on my Spectrum and didn't touch my Amiga for over five days!
Great mag. Viva CRASH.
Simon Brown, Portsmouth, Hampshire

As you imply, 'expensive' means different things to different people – and if you get eight times as much pocket money as Paul, obviously games don't seem so hard on the wallet to you. There's no argument, really, is there?

LM

GET MY DRIFT, SLOWLY?

Dear Lloyd
There have been many complaints that recent games are not original enough. So to counter this, my father's game *Continental Drift* is about to hit the market. Well, maybe . . .
The idea is that you are the captain of a large continent, Gondwanaland. You must split it accurately into the modern-day continents of Africa, India, South America, Antarctica and Australia.
This has all the makings of an exciting real-time game – you have 2,000 million years to complete it. And I'm sure that Nick will be very disappointed to know that there will be no need for an infinite-lives POKE (although extra time may be needed)!
Tom Price, Devon

The graphics are rather slow-moving, the sprites are very large and rather jagged, and it takes some time to get into the game. Definitely one for map maniacs.

LM

Well, I'm off home to get the fire alight before grandma starts finding fault with the younger generation (that's *me*, believe it or not . . .). Many of the letters lined up for this month didn't get in, so I'm holding a few over for next time . . . and also I apologise to everyone whose letters were dramatically edited! Certain editors hand out pages like they were old misers distributing tenners . . .

Anyway, keep them coming: the moans and groans, smart talk and serious talk, and even tenners if you like. Don't forget that there's a £30 software prize for the best letter chosen each month, as long as it's sent to:

LLOYD MANGRAM'S FORUM
CRASH TOWERS
PO BOX 10
LUDLOW
SHROPSHIRE SY8 1DB

And finally, remember to write 'personal attention of Mr Mangram' on the envelope, so they get through the Towers' postal system unscathed. See you here in a few weeks' time.

TIME TO TALK

MGT DIRECT

The PLUS D

£52.13
+15% VAT = £59.95

MGT's premier product. The disc interface that snapshots all your cassette software to disc in seconds. The printer interface that prints out ANY screen. Simple enough for a beginner, yet state of the art for the expert user. With all the Sinclair Interface 1 facilities and commands, the PLUS D will transform your 48K, 128K or + 2 Spec.
Call for details of new vers. -2A and -3

DISC DRIVES

3.5", 5.25", single or dual, for Spectrum, QL, BBC, Atari, PC - you name it, we sell it! Because you're buying direct from the manufacturer, you won't find better drives at a better price! Each drive has a built-in power supply and connection cable.

DISC DRIVE	EX-VAT	VAT INCL
3.5" Single drive	£ 86.91	£ 99.95
3.5" Dual drive	£165.17	£189.95
5.25" Single drive	£130.39	£149.95
5.25" Dual drive	£217.35	£249.95
3.5" & 5.25" Multi	£199.96	£229.95

Hobbyists! Call for prices on bare drives!

SUPER SAVER PACKAGE

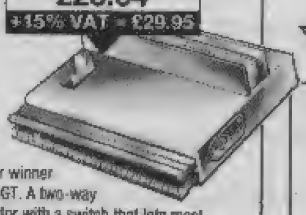
£121.70
+15% VAT = £139.95

The **PLUS D and 3.5" DSDD Drive.** All you need to turn your Spectrum into a powerful, modern disc-based computer! Load 48K in 3.5 Seconds and 128K in just 10 seconds "Best Buy" ... Your Sinclair. "Another Amstrad Crusher" ... Crash.

HURRY! Offer ends Feb 7th.

THE TWO FACE

£26.04
+15% VAT = £29.95



Another winner from MGT. A two-way connector with a switch that lets most incompatible interfaces work together! The TwoFace also has a built-in joystick interface. Beta/Opus disc drive users can now transfer all files to PLUS D. The ultimate in Spectrum gadgetry!

It's time to talk about quality of service. Lots of companies are advertising lots of products at excellent prices. But we believe that our customers deserve more than that. We believe that you have the right to demand an honest, in-depth appraisal of a product's strengths and weaknesses before you buy. We believe you should get a description in terms that you can understand and perhaps an expert comparison with rival products. And if you decide to buy, you need to be assured of first-class service afterwards. Not just if a product is faulty, but also if you need help in installation or if you simply come up against a problem that stumps you.

At MGT we've got the time to talk to you. We only sell products that we like and use ourselves. We understand what we sell, and every one of our sales team is trained to help you, whether before you buy or after. And even if we don't know the answer to your question, or if we don't stock the product you're looking for, we'll find out about it for you.

And the time to talk can be almost any time. Our phone lines are open till 7p.m. Monday to Friday in case you want to call us after work – even after that, there's an answer-phone. Just leave a message and we'll call you back.

It's time to talk to MGT first!

MGT BRAND 3.5" DSDD DISCS

MGT Name - MGT quality, with a lifetime guarantee! Sold individually or in plastic boxes of 10 with labels.

	New Lower Prices! Ex-Vat	W/Vat
10 discs	11.26	12.95
20 discs	21.70	24.95
30 discs	31.26	35.95

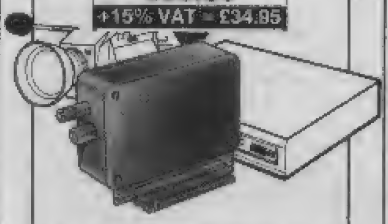
CARDEX DESK TOP PUBLISHING

£32.87
+15% VAT = £37.80

Finally, real DTP for the Spectrum! A word processor, graphics and page layout designer all in one and supplied on disc. "Worth every nickel you'll pay for them" ... Your Sinclair.

VIDI-ZX DIGITISER

£30.39
+15% VAT = £34.95

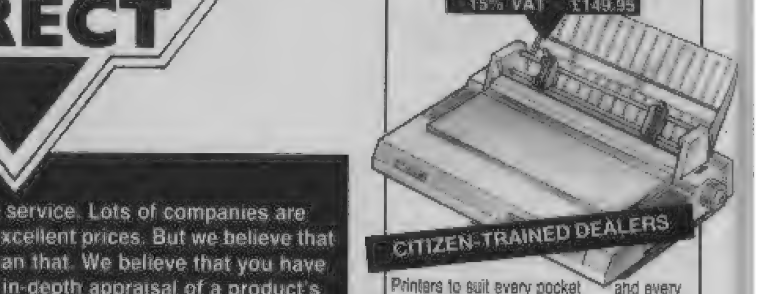


The digitizer that has the competition on their knees! Capture images from any video camera or recorder and use the PLUS D to store them to disc for editing later with the Animator 1. Has shading, high resolution and no distortion.

We also have a limited stock of the original Spectrum 128K Computer at **£8 .95** and a wide range of serious and games software. Call for details.

PRINTERS

from £130.39
15% VAT = £149.95



Printers to suit every pocket and every computer – from 9-pin to laser printers, normal or wide carriage. Free connection cable with every printer sold.

The **Star LC10** in mono or colour with paper-park and font-select buttons.

The **Citizen 120D** – sold to 70% of UK schools. The new **180E** – faster printing, font select, 2 year guarantee.

Typical prices (inc. VAT)

Star LC-10	£229.95
Star LC-10 Colour	£259.95
Citizen 120D	£149.95
Citizen 180E	£199.95
Citizen MSP 15E (wide carriage)	£258.75
Citizen HQP 40 (24 pin)	£449.00
Citizen Overture 106 Laser Printer	£1250.00

Ask for our detailed brochures on these and other printers in our range.

PICK-POKE-IT

£13.00
+15% VAT = £14.95

The hacker's dream software. Break into any game and list the memory in Hex, Decimal, Ascii, or disassemble it instantly. All the PLUS D's snapshot features fully supported. Type in all the magazine pokes and even customise your own games.

POSTAGE CHARGES

Packages less than 1kg	£2.00
Standard Securicor	£4.50
Express next day delivery (subject to availability)	£12.00

THE MGT GUARANTEE

1 year full guarantee on all our products. Simple repairs procedure - you send, we fix! No-quibble full cash refund on hardware if you're not satisfied within 14 days!

I enclose a large SAE for more details of MGT products.

Name: _____

Address: _____

_____

Tel: _____

MGT DIRECT
Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea
SA7 9EH, UK. Telephone: (0792) 791100. Fax: (0792) 791175

MGT
MILES GORDON TECHNOLOGY

STICK IT!

Forget *Star Wars*, this is a series destined to really run. In Issue 60 our joystick update promised sequels as soon as we received more sticks. With blisters still not healed from that feature, Mark and Phil return to the joystick frontline . . .

STAR FIGHTER

Cheetah £14.95

PHIL 'Probably the best joystick in the world' is Cheetah's bold claim for this positively huge stick. The massive moulded handle provides a comfortable grip, while the equally large base (with suckers) aids stability – great for table-top play, useless for hand-held. Four fire buttons are incorporated, along with the now-typical autofire option. An extra D-plug allows the Star Fighter to be connected to +2/+3s.

The stick has a one year guarantee, and eight microswitches make the stick fairly responsive. Unfortunately it has a very off-putting, loose feel which makes it unsuitable for games requiring precise movements.

MARK **This large stick is just the right size for my shovel-sized hands, but most people should definitely give it a try before buying. In play the thumb and forefinger fire buttons seem well placed, but feel loose. The stick itself seems slack, although, strangely the diagonals are quite easy. Playing *Daley Thompson's Olympic Challenge* was difficult, given the length of stick travel, and some terrible grating sounds were produced.**

Readers wanting an exciting-looking stick to play slow-moving flight sims/space games could enjoy this product, but it's a questionable buy for most.

Rating: ★★½

MICROBLASTER

Replay £12.95

PHIL This is a decidedly normal-looking stick with a ball handle and two fire buttons on the base. A metal shaft ensures good durability, as well as a nice solid feel. Microswitches for the fire buttons and stick directions make the Microblaster very responsive, especially with the very short stick travel. The stick is a tiny bit stiff for hand-held use, however, and is better placed on a table.

A fine, solidly-built joystick, suitable for all types of game and my pick of the bunch.

MARK **In my opinion, this very robust stick feels a little too stiff for very responsive play. In the hand the Microblaster is fairly comfortable, but on a table the rubber studs don't hold it as steady as the Zipstik. A good stick, in short, but I prefer the Zipstik.**

Rating: ★★★

SUPER PROFESSIONAL

Zipstik £14.99 standard, £16.99 autofire

PHIL Another ball-handled joystick, this time with trendy yellow trim. Inside a metal shaft and microswitches ensure good durability, guaranteed for 12 months.

What I like best about this stick are its grained rubber feet and handle which provide an excellent grip. What I don't like is the slightly loose feel of the fire buttons and the stick itself, although this does help hand-held use. Sadly the autofire will not work with +2 or +3 machines (again!) with a standard interface. This is an effective enough stick but it's two pound more than the Microblaster, for less performance.

MARK **With its black casing and yellow trimmings the Zipstik looks as impressive as it performs. From the outset the stick feels 'worn in', each movement creates a responsive click. The robust construction carried it easily through the waggling part of the test – no surprise since I've had one for three years without any trouble at all. Travel is fairly long but I always felt in control. For my money I would choose this.**

Rating: ★★★★

MACH 1

Cheetah £10.95

PHIL Another flight sim-type stick, the Mach 1 looks just a bit tacky. There's no shortage of fire buttons though, with two on the handle and two on the base. There's also an autofire switch on the base – and it works!

By far the most disappointing aspect is the looseness of the shaft and the ridiculously-long stick travel. Responsiveness is poor and we commend Cheetah for their bravery in offering a 12 month guarantee. At almost eleven quid it's poor value for money.

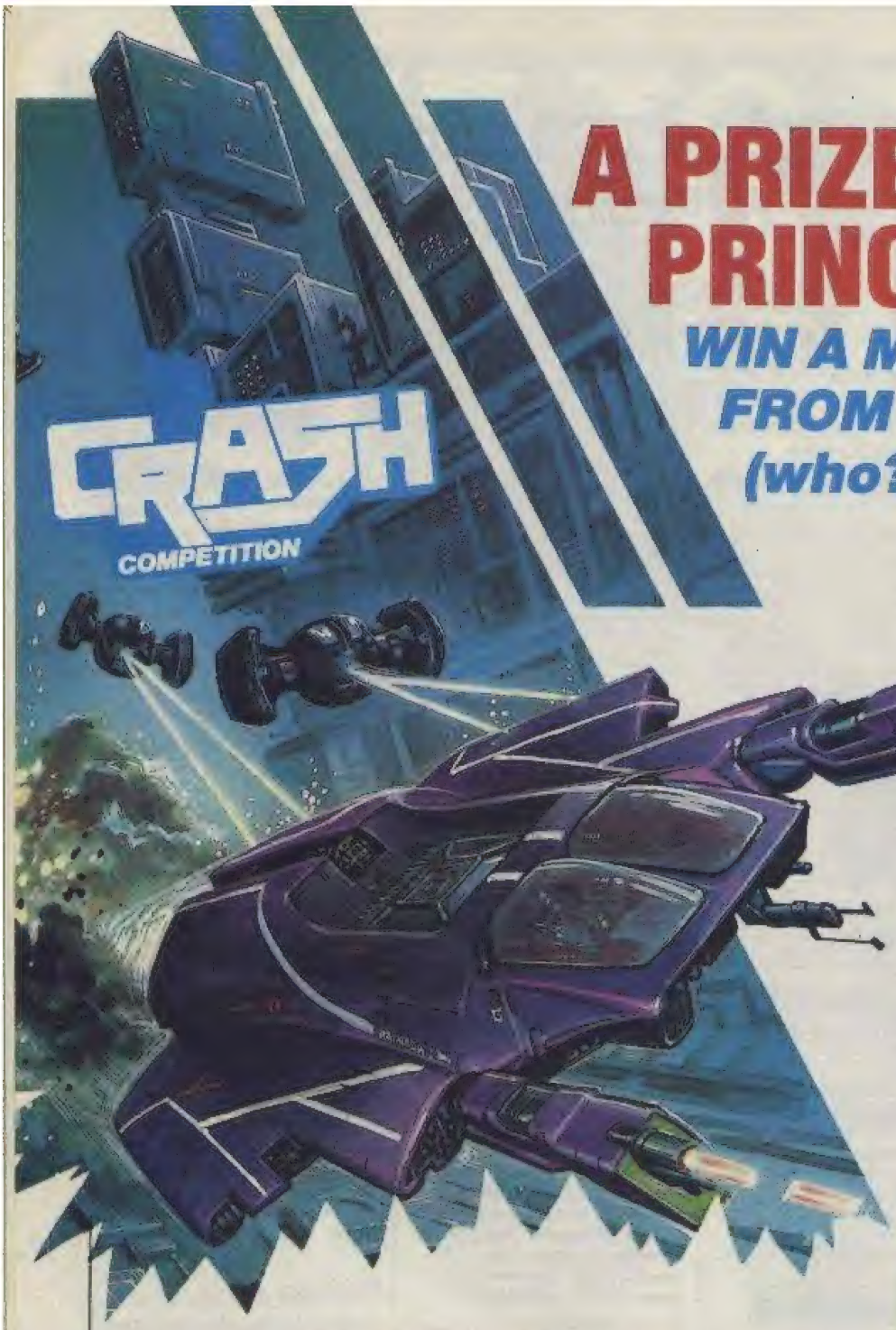
MARK **To avoid embarrassment let's keep this short. Four suckers make for good table-top play but it's too big for the hand. Responsiveness is generally inadequate, but the fire buttons are amazing, there's four of them, none of which are much use as they require severe bashing to work.**

Rating: ★½

THE CRYSTAL IS CLEARED

In our first Sticks In The Mud feature (Issue 60) we complained that a hard twist on the handle of a Crystal joystick would pop the handle out of its casing. As a consequence the joystick has been altered slightly and now not even the Ed can bust it. This indestructible version gets three and a half stars and comes in two transparent types, Clear (£14.99), and Turbo (£16.99) with working autofire and sucker feet.

That's not all folks, Konix have two more sticks due out soon. Until then remember our opinions are just that, and sometimes even we can't agree. What we can unreservedly recommend is that you keep your receipt so you can prove your stick broke after eleven months use, not eleven years. To get any use of your stick bear in mind none of these joysticks, with the exception of the Star Fighter, will work with the +2 or +3 joystick interfaces without a small converter – such as the Frel adaptor (£2.50 – see the CRASH Hypermarket, page 95).



A PRIZE FIT FOR PRINCE!!

WIN A MEGA STORM FROM THALAMUS (who?)

a high-tech toy called Eye Of The Storm, it's an amusing coffee table gizmo consisting of a gas-filled glass globe with electricity sparking inside. By moving your hands over it you can cause some great lightning-like displays, as Prince did on his *Lovesexy* tour and video. Also on offer is a Thalamus T-shirt and a copy of *Sanxion - The Spectrum Remix*. Five second-prize winners will receive a copy of the game and a Thalamus T-shirt, and a further twenty people will get a copy of the game. How to win . . . Just answer the simple questions below and you could soon be spending many happy hours playing God and creating your very own storms. Please send all entries to us before May 3, and the word (well, meow) of Tiddles the office cat is final. Send all entries to 'IT'LL BE OUT SOON' COMP, CRASH, PO Box 10, LUDLOW, Shropshire SY8 1DB.

1 What is a Stavros Fasoulas?
a) A Slavonic dance;
b) the original programmer of Sanxion;
c) a contagious disease.

2 What is a thalamus?
a) A Canadian beer;
b) a complicated cloud structure;
c) part of the human brain.

3 Who converted the Spectrum version of Sanxion?
a) Softstorm Developments;
b) Thunderstorm Developments;
c) Rainstorm Developments.

4 What nationality is the original programmer of Sanxion?
a) Startish;
b) Endish;
c) Finnish.

SANXION

THE SPECTRUM REMIX

is here, and wouldn't you know it, just when mankind has sorted out the squabbles that have raged for many years and global peace at last reigns, the aliens come along and spoil it. The battle fleet of a warmongering galactic empire, plan to destroy the Earth and all life upon it. Only you, as the pilot of a nifty little space craft, stand between the Earth's survival, and destruction at the hands of alien fiends that make the creature in the movie *Predator* look like Mary Poppins (now there's a horrible thought).

Not that an alien invasion would worry me too much, by the looks of some of the CRASH mob they may have already landed. Thalamus are the distinctly extraterrestrial sounding software house responsible for remixing (pseudo-trendy speak for converting) the original C64 game for the Spectrum. Anyway, they were on the dog and bone to me the other day with offers of prizes for this very competition.

First prize for one lucky person is

PHILIPPE ULRICH / DIDIER BOUCHON

CAPTAIN BLOOD

MUSIC JEAN-MICHEL JARRE

NOW AVAILABLE ON
SPECTRUM

A breathtaking galaxy on the outer rim of the universe. Worlds with astonishing creatures and animated 3D graphics a thrilling scenario bursting with humour, the like of which you've never seen. Everything about CAPTAIN BLOOD makes it the type of game you just HAVE to play.

Hours and hours of discovery, exploration, dialogue, (hyperspace wapts) and hotshot low-level flying through rugged mountain ranges and dizzying canyons.

New sensations are guaranteed in this tragic, moving, funny and thrilling adventure. CAPTAIN BLOOD is a game for everyone, breaking new ground in the universe of computer entertainment. Welcome to the age of the bio-game.

ERE INTERNATIONAL

INFOGRAMES

DISTRIBUTED BY INFOGRAMES UK

MITRE HOUSE, ABBEY ROAD, ENFIELD, MIDDSX EN1 2RQ TEL 01-364 0123 FAX 01-360 9119

CECCO'S LOG

Stardate: 23 December 1988

Well, I bloody never. Just when I thought I'd gracefully ended the majestic run of Cecco's Log, a much unwanted request from Hewson's ex-page 3 stunner, Toni 'how about a commission?' Waknell, heralds the conception of just one more log to grace the pages of his splendidly effervescent rag.

I tried my damnedest to dodge doing my duty, but those ruthless blighters at CRASH and Hewson (sounds like a tacky comedy duo) took advantage of my well know weakness for luxury items and bribed me with a bag of nuts and a lifetime's free subscription to CRASH. I'm quite surprised that they're not sick to the back teeth with all those silly photos of me holding cats, jumping off castles and generally pratting around.

Stardate: 25 December 1988

I'm sorry to disappoint everybody, but the most exciting thing I did over Christmas was take aspirin. My girlfriend and I were decked out with flu and tonsilitis. Which reminds me: why are there no aspirin in the jungle?

Because the parrots eat 'em all. (Awful joke courtesy of Chris Hinsley.)

Stardate: 3 January 1989

As with most games, the nearer *Stormlord* approaches completion, so does a severe memory shortage. I managed to substantially alleviate this problem by compressing the maps. A single, expanded map in *Stormlord* used up over 2500 bytes of precious memory. Using an effective map compression algorithm, this has been reduced to under 500 bytes – a compression ratio of about 80% (yawn – Ed).

Stardate: 6 January 1989

If you're technically minded, you will know that the old Speccy is a funny thing, and that any code placed below memory location 32768 runs about 20% slower than code placed above it. What I've been having to do is constantly rearrange the program and place any non-time critical code, such as the front-end and high score stuff, below 32768 to leave as much room spare above. The difference this makes is quite startling. If I place the scroll routine below 32768, instead of *Stormlord* running at a fast, smooth and flicker-free 25 frames per second (as it does normally), it drops down to a flickery 17 frames a second. This is a sobering reminder of how near the mark I am as far as the Spectrum's capabilities go (har, har! – Ed).

Stardate: 12 January 1989

Did you see the news about yet another computer virus that is supposed to wreck IBM compatible PCs on the 13th of the month? Being the careful chap that I am, the first thing I did was change the date on my PC to the 13th to see what would happen. (A potential excuse for not doing any work should not be sniffed at.)

Stardate: 16 January 1989

Nick and I arrive at the Hewson 'farm' as Andrew calls it. I proudly load up *Stormlord* for Paul Chamberlain, the software producer (people in software houses like these fancy titles). I point out the subtly erotic animated sequence at the beginning of the game and, quite frankly, I'm disgusted by the vulgar reaction. There I was, trying to symbolise the subtle neoeroticism of a surrealist macrocosm, only to be faced with a barrage of:

(The kind of people I have to work with!)

Apart from this outburst, the meeting went very well. I'm glad everyone agreed that *Stormlord* is totally different from any of my previous games as I've been getting pretty wound up by a couple of people who reckon I can only program games of the *Exolon/Cybernoid* variety. A distinctive style does not a mere rehash make . . . (so there). (And there was I thinking it was subtitled *Exolon II* – Ed.)

Stardate: 20 January 1989

Nick and I zoom off to Hewson's for the celebration of Paul Chamberlain's birthday. With no expense spared we have brought him a vastly-valuable filofax that looks like a leather jacket, and something that Nick insisted on purchasing – a strange little packet containing these peculiar things called 'fundoms' (funny Dominics??). (Har, bloody, har! – Ed.)

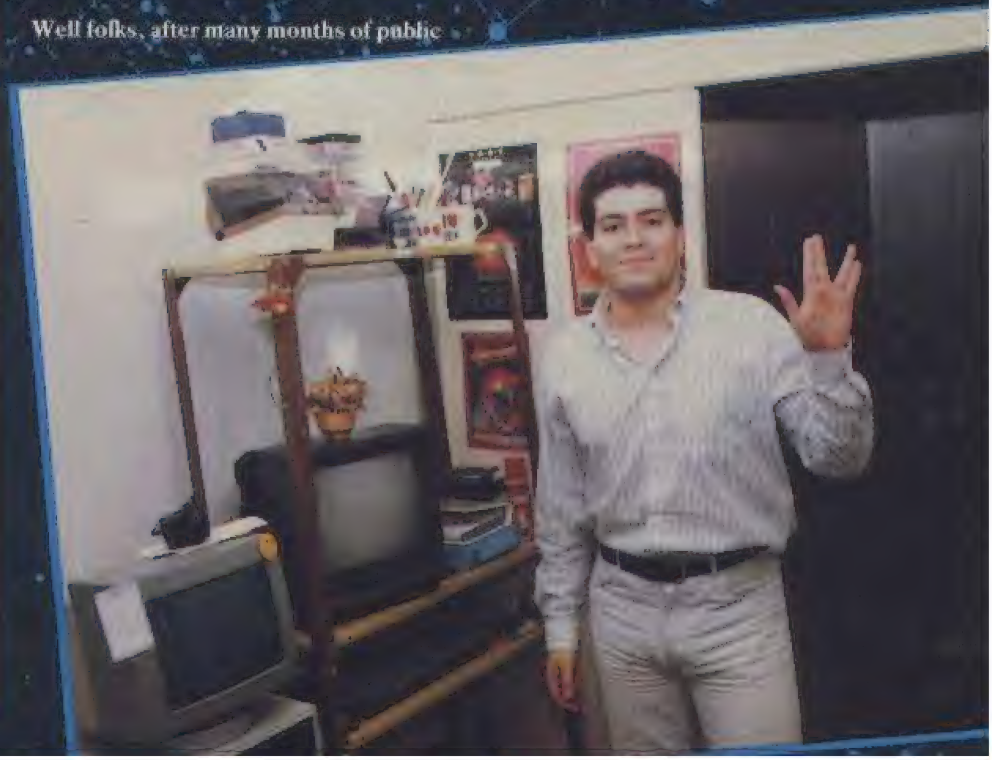
Stardate: 22 January 1989

Well folks, after many months of public humiliation, I hereby announce the (very) final termination of Cecco's Log. I hope you've enjoyed this insight into the development of *Stormlord* (and *Cybernoid II* come to that). My next article for CRASH will be called Cecco's Bog in which I will be reviewing all the new toilets that come onto the market. So send in your votes for the CRASH Readers' Top Ten toilet chart to one of Ludlow's foremost khazi connoisseurs, Dominic Handy.

This is where I must bid everybody 'Farewell', as I end the termination of the absolute, past the penultimate, final Cecco's Log (got that Dom?). Please don't grieve as I bring to a close one of the greatest eras (!) in computer journalism. A final goodbye and fondest regards.

'And now, the time is here . . .'

(Has he gone . . . ? Great, I've been dying to chuck away this *Cybernoid II* sweatshirt for ages! – Ed.)



IT'S YOU WE ANSWER TO!!

100 GAMES AND 250 POSTERS TO GIVE AWAY!!

Hands up those of you who fancy winning one of fifty copies of Ocean's *WEC Le Mans*. Based on the gruelling 24-hour endurance car race, *WEC Le Mans* (reviewed this very issue) is a rip-roaring race game which takes the brave player around some of the most death-defying tracks in the world (move over Nigel Mansell). If you would like the chance to win a copy of the game, just ring the Competition Hotline number and listen to the three easy peasy questions. Write down your answers on the coupon provided here, then listen very carefully to the tie breaking sentence and complete it (in no more than 20 words), it's as simple as that.

The second *Hotline Competition* comes from the Darling people themselves – Code Masters. *Treasure Island Dizzy* is the name of their latest game, and relates the further adventures of the lovable egg shaped hero Dizzy (first introduced in Issue 46). The first fifty winners receive copies of *Treasure Island Dizzy*, whilst 250 lucky runners-up will be receiving a 1989 Code Masters calender/poster. Again, ring the Hotline Competition and solve the puzzle set. Normal competition rules apply.

HOTLINE COMPETITION FORM

ANSWERS
WEC Le Mans

1 .....
2 .....
3 .....
TIE BREAKER .....
.....

Treasure Island Dizzy

.....
.....
.....
.....

SEND TO: **HOTLINE COMP 1, CRASH, PO Box 10, LUDLOW, Shropshire SY8 1HD.** Entries by April 3.

Keeping up-to-the-minute with CRASH

Printed below are the three *CRASH Hotline* numbers. They're open 24 hours a day and each has 160 lines to prevent the number being engaged. Phone calls will only cost you 25p per minute during off-peak time (Mon-Fri 6pm-8am, Saturdays, Sundays and Bank Holidays) or 38p per minute during standard and peak time (8am-6pm Mon-Fri). If you are using your parents' phone or even someone else's, please ask them first!

Line One: ☎0898 555082 *CRASH NEWS AND REVIEWS.*
All the latest software news as soon as we here it, with thoughts on games that just missed our deadline.

Line Two: ☎0898 555083 *NICK ROBERTS'S PLAYING TIPS.*
Hints 'n' tips on the latest releases from Mr Crucial himself.

Line Three: ☎0898 555084 *COMPETITION HOTLINE.*
Listen carefully for we shall say this only once (every two minutes!) and loads of prizes are up for grabs every month!

The CRASH Hotline is brought to you by CRASH Ltd in conjunction with Chatterbox Ltd. So there!

Nick Roberts's

PLAYING TIPS

Another bladder-busting Playing Tips is now online. Full of POKEs, tips and some really impressive maps (if you thought the *Last Ninja 2* map was good you should see this month's *Dizzy 2*, amazing!). Two games have both tips *and* POKEs, *R-Type* and *Operation Wolf*. Last issue was supposed to have a map of *Game Over II* but it had to be dropped at the last minute due to lack of space, but you can enjoy it in all its glory this month.

I have had quite a number of requests for POKEs over the phone in the last few days. One game that keeps cropping up is Activision's *Afterburner*, along with *Batman*, *Netherworld* and *Total Eclipse*, so if anyone can oblige . . .

Talking of *Batman*, I have been sent literally hundreds of solutions to A Bird In The Hand, but not one for A Fête Worse Than Death. I've printed the first solution this issue so we can now get cracking on the other half of this comic strip character's antics.

Now I have got that off my chest (still can't get rid of this cough, though) it's time once again to go through the keyhole . . . no, sorry, into the tips.

SLY STALLONE SOLUTION

Mr Stallone may have had some hassle negotiating minefields, exploring Russian camps and laying boobytraps but that sort of thing comes naturally to Richard Dobbs **of Cleethorpes. He has sent in a step-by-step solution to section one with tips for the rest.**

SECTION ONE SOLUTION

R, r, r, u, u, u, pick up arrows, use arrows instead of knife, u, r, r, pick up first aid kit, use when energy is low, d, r, d, d, d, l, pick up ammo box use when weapons are low, l, pick up infra-red goggles, r, r, u, u, u, l, u, l, l, d, d, l, u, l, pick up ammo box, u, r, u, l, d, pick up goggles battery, u, u, pick up mine detector, d, d, r, r, r, u, u, r, d, pick up light key, u, u, l, u, u, l, l, on left wall is a blue switch – press it, you should hear a tone, the electric door should now be safe. Now retrace your steps until you arrive where the arrows were. Go down to the yellow door and then right, d, pick up pistol silencer, u, r, pick up first aid, d, r, go through yellow door and down, d, r, pick up light tube, u, u, u, go through electric door. You are now outside. U, u, u, u, u, u, you should see a white door on the left wall, use light key to open it. You are now inside another fort! BEWARE, in this fort there are infra-red intruder detectors. So before you go anywhere use the goggles battery and then the goggles. The lines will now be visable. If you step on a line, the alarm will go off. L, u, get first aid, d, r, u, get pistol, use pistol and pistol silencer for a new weapon, d, l, l, u, l, l, d, d, u, get dark key, d, r, use dark key to open door, get mine detector battery, go back out of door, switch back to infra-red goggles, u, u, l, l, u, u, use dark key to open door, d, press switch on the wall, this makes the trap door (located elsewhere) disappear. Go back out and turn back to the goggles, d, d, r, r, r, you will see a blue door, use dark key to open it, get the insulated glove, go back out and switch goggles on, r, r, r, u, u, r, u, r, use dark key to open door, d, d, use insulated glove to open electric door. You are now back outside. Use the mine detector battery and mine detector, d, d, d, l, d, r, u, dodge mines, u, u, u, dodge mines, u, r, r, r, d, d, d, r, through door, use light tube, d, r, d, pick up uniform, u, l, u, l, d, l,h d, d, d, pick up ammo box, d, go through yellow door, d, get explosive arrows, u, l, d, d, d, go through yellow door, u, u, pick up first aid, d, go back through door, l, l, if you're short of ammo pick up ammo box, u, u, pick up machine gun, u. You should now be standing outside a white door with three control boxes to one side, inside the door is the Colonel but to enter you must destroy the control boxes. First, put on the uniform and change your weapon to explosive arrows. Now shoot the control boxes and enter the prison, you will see the Colonel lying on a bed, go to the left of the bed and he will get up and he is free!

SECTION TWO TIPS

★ The eight bombs to be primed are quite easy to find, but keep moving.
★ The machine gun is the best weapon on this stage.
★ When you think there are no more bombs in the section, go north. There will be a gate exit. Blow this up with explosive arrows. Now go on to another section, there are usually two to three bombs in each section.
★ The helicopter is your escape target.
★ The gate exit is at the middle in the top of the section.

SECTION THREE TIPS

★ There is not a lot that can help on this stage. Just keep an eye on the tank's firing temperature and try to get the other tanks and bunkers first because they do the most damage. When the distance meter says 0 you will have completed the game.

P-P-PICK UP A PENGUIN

It was a peaceful night in Gotham City, millionaire Bruce Wayne had just settled down with his evening paper and all seemed well. Suddenly a letter came through the door. GASP! It was the complete solution to Penguin's A Bird In The Hand, one side of his new game from Ocean/Special FX – and there wasn't a POW! or KORWAP! in sight. It had come from Mark Hopwood **of Winchester.**

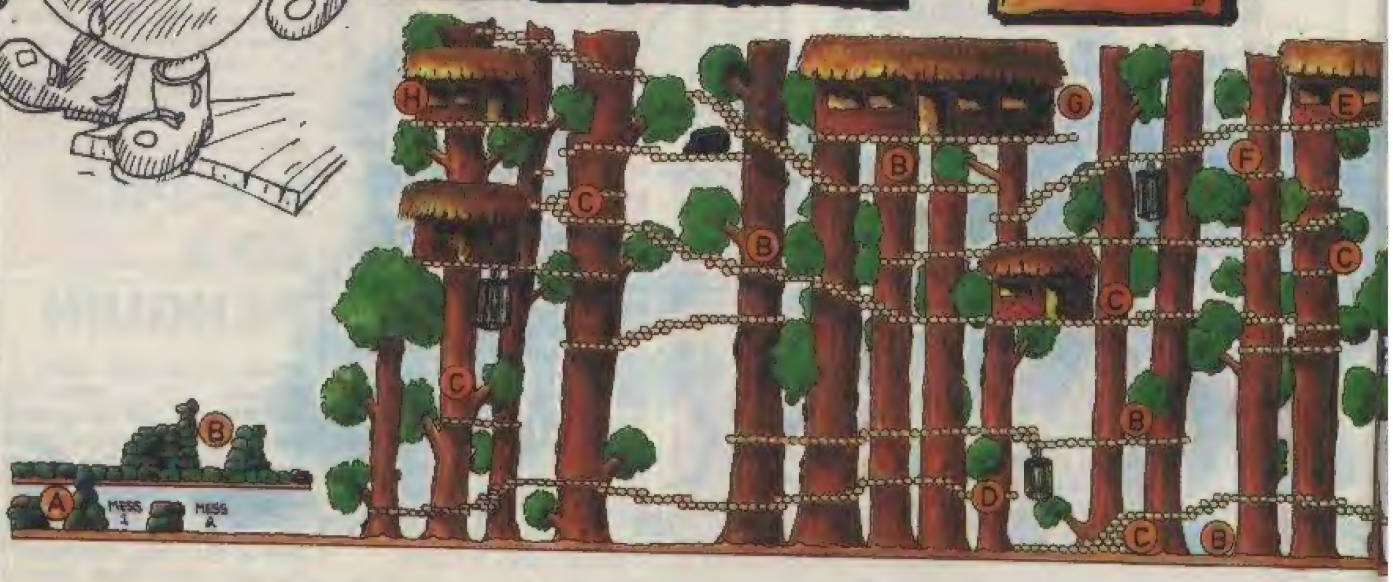
KEY: l=left, r=right, u=up through door, d=down through door.

L, pick up nose, use nose, d, pick up tool, use tool, l, pick up batarang, use batarang, r, r, pick up door key, l, l, l, l, l, l, l, go up ladder, l, l, l, l, pick up rope, r, r, use lock pick, u, u, r, u, r, r, d, r, r, u, r, pick up lift key, l, d, l, l, u, l, l, d, stand on lift, use lift key, u, r, r, d, l, d, l, pick up dart, pick up toast, use toast, r, r, r, r, pick up game disk, u, l, u, l, pick up egg, use egg, use rope, climb up rope, pick up magnet, use magnet, use dart, pick up pass, go down rope, r, d, r, d, l, l, l, u, r, u, l, l, d, stand on lift, use lift key, l, d, d, l, l, go down ladder, r, pick up sweet, use sweet, r, pick up shoe, use shoe, l, l, l, l, l, l, l, l, l, l, l, go up ladder, r, r, pick up pop, use pop, r, r, pick up torch, l, l, l, l, go down ladder, r, r, stand in front of door, use pass, u, use torch, l, l, pick up tape, r, r, u, r, u, l, l, l, u, use tape, l, u, pick up cake, use cake, r, d, r, d, r, r, use door key, u, r, r, d, l, u, pick up trumpet, use trumpet, r, use game disk. 100% completed, computer stopped.

PLAYING TIPS

TREASURE ISLAND

DIZZY II

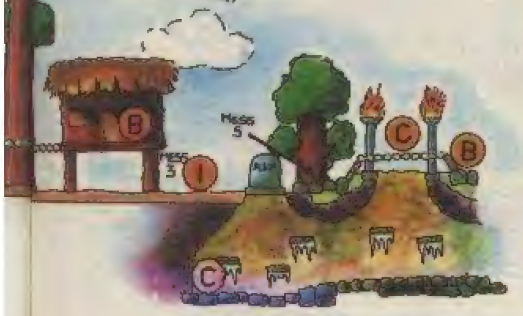


POACHED, BOILED AND FRIED!!

You may remember the brilliant map of *Dizzy* by Paul Forsyth back in Issue 47. The new game starring this little eggy character, *Treasure Island Dizzy*, has been out for a while now so Paul couldn't wait to repeat the process.

SOLUTION

1 Get solid chest. Drop beside cliff.
2 Head left and get rubber snorkle. Hit stone on the way to lower platform on screen below.
3 Go and get glass sword and camera.
4 Head back to beach and drop sword and camera.
5 Enter water and get salt water spade.
6 Arrange objects so spade can be dropped before snorkle.
7 Go to wobbling stone and drop spade on it. Go back and get camera and sword. Enter water. Stand on bubble and walk on across the rocks.
8 Give camera to storekeeper. Take boat to pier and drop.
9 Get axe. Drop sword on gravestone. Do not go down gravestone. Get Bible.
10 Cross ocean. Drop axe on bridge but don't go down yet. Arrange objects so that neither Bible or snorkle can be dropped on picking up other object.
11 Go down bridge. Get treasure. Take treasure to store keeper and drop outboard motor on pier.
12 Get golden key from pier. Go down gravestone. Get dynamite. Head right until you see a room with half a barrel blocking an entrance. Drop golden key on this. Go down. Get microwave oven.
13 Cross ocean again. Drop oven on beach. Get infra-red detonator and go to mine. Drop dynamite beside the offending rock. Go behind the rock on the same screen and drop detonator. Get bag of gold coins.
14 Go back to beach and get oven. Go to storekeeper. Give him the bag of gold coins. Take petrol to pier and drop. Give oven to storekeeper and take ignition key to pier and drop. The boat will now move. Jump on boat and walk right. Read message. You have finished the easy part of Dizzy II. Now find the coins!



MESSAGES

1 Danger! Blasting Area!
2 Code Masters advertisement.
3 The Snoggles tree house complex. Deserted now, since the threat of tourists ruining the peaceful life.
4 Code Masters advertisement.
5 Legend has it that Hoojaw the pirate, buried here, still guards over his treasure.
6 Code Masters advertisement.
7 Code Masters advertisement.
8 Warning! Magic wall of water!
9 The smugglers' cave. Ingenious glass sword on gravestone lock design, copyright Roger – infamous pirate.
10 No boarding the boat until it is moving!
11 You've found Blackbeard's secret kitchen. Ideal for those midnight snacks!
12 Congratulations! You have successfully solved all the puzzles and truly earned your freedom. Good luck Dizzy.

KEY

A Bag of gold coins
B Gold coin hidden behind scenery
C Gold coin
D Sinclair Abuser mag
E A sharp glass sword
F Small video camera
G Infra-red detonator
H Rubber snorkle
I Tube of toothpaste
J An empty solid chest
K Salt water spade
L Sticks of dynamite
M The woodcutter's axe
N The cursed treasure
O An old Holy Bible
P An old empty bucket
Q A large golden key
R A microwave oven

CHEAT MODE MOTEL

Another month, another fun set of cheats for you to use if you don't like POKEs (or if you can't be bothered to type them in, like me – Ed) (or if you think they're always wrong, ha, ha! – Phil). Cheat Mode Motel has been so popular over the last few months that I could never print everything. Almost every other letter is for this section – there have even been reservations made over the phone to avoid the rush! Here is a selection of the best . . .

3-D STOCK CAR CHAMPIONSHIP

If you are getting fed up of the way your game is going (I know I did) press BREAK, 0 and 9 together to skip through the course you are on.
(occupant: **John Pagan**)

IKARI WARRIORS

While still on the loading screen with the tune try typing (one key at a time) PETELIVES. When you start playing you should have infinite lives.
(occupant: **Sander Berg**)

OPERATION WOLF

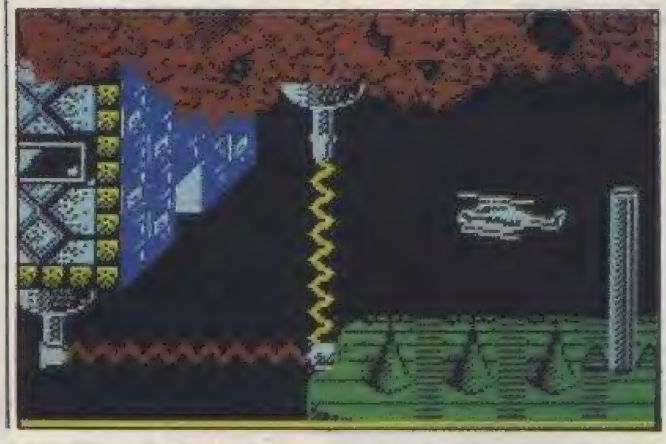
1 If you have a 48K Spectrum, load the 128K version and you will start on Level 6 with full ammunition.
2 You can do the old header trick. Load the first part of the level the computer is searching for, then forward the tape to the second part of the level *you* want to play. Now start the tape again. (It helps if you use another tape recorder for the forwarding.)
3 When it says COMMUNICATIONS SET-UP, at the start of each level, hold down as many keys as possible (ie, Nicko hasn't found out what the exact keys are yet! – Ed), the screen will freeze. Let go and start the level then hold down all the keys again and you will get the message OK CLEARED THIS SCENE. You can keep doing this until you complete the game.
(occupants: **Marc Rickard** and **Christopher Diebson**)

TEFAL TWOSOME

With all the old classic games being rereleased The Tefal Men **thought it about time the POKEs were reprinted to go along with them. So here are two routines for the golden games** *Airwolf* **and** *Bombjack*.

AIRWOLF

```
10 REM AIRWOLF
   (ENCORE VERSION)
20 REM BY THE TEFAL
   MEN (MEL & STE)
30 REM **MULTIFACE 1 –
   POKE 45982,0
40 REM RUN THIS
   PROGRAM AND WHEN
   THE (C) 1982 AMSTRAD
   (OR SINCLAIR)
   MESSAGE APPEARS
   STOP THE TAPE,
   PRESS ENTER AND
   TYPE RANDOMIZE
   USR 40000. THEN
   START THE TAPE
   AGAIN FROM THE
   BEGINNING.
50 LOAD ""CODE 59035
60 POKE 59032,49
70 POKE 59033,191
80 POKE 59034,93
90 FOR F=59072 TO 59081
100 READ A: POKE F,A:
    NEXT F
110 DATA 175, 50, 158, 179,
    50
120 DATA 72, 92, 195, 195,
    230
130 FOR F=40000 TO 40013
140 READ A: POKE F,A:
    NEXT F
150 DATA 33, 152, 230, 17, 0,
    91
160 DATA 1, 50, 0, 237, 176
170 DATA 195, 0, 91
180 POKE 59057,0
190 POKE 59058,91
200 RANDOMIZE USR 4660
```

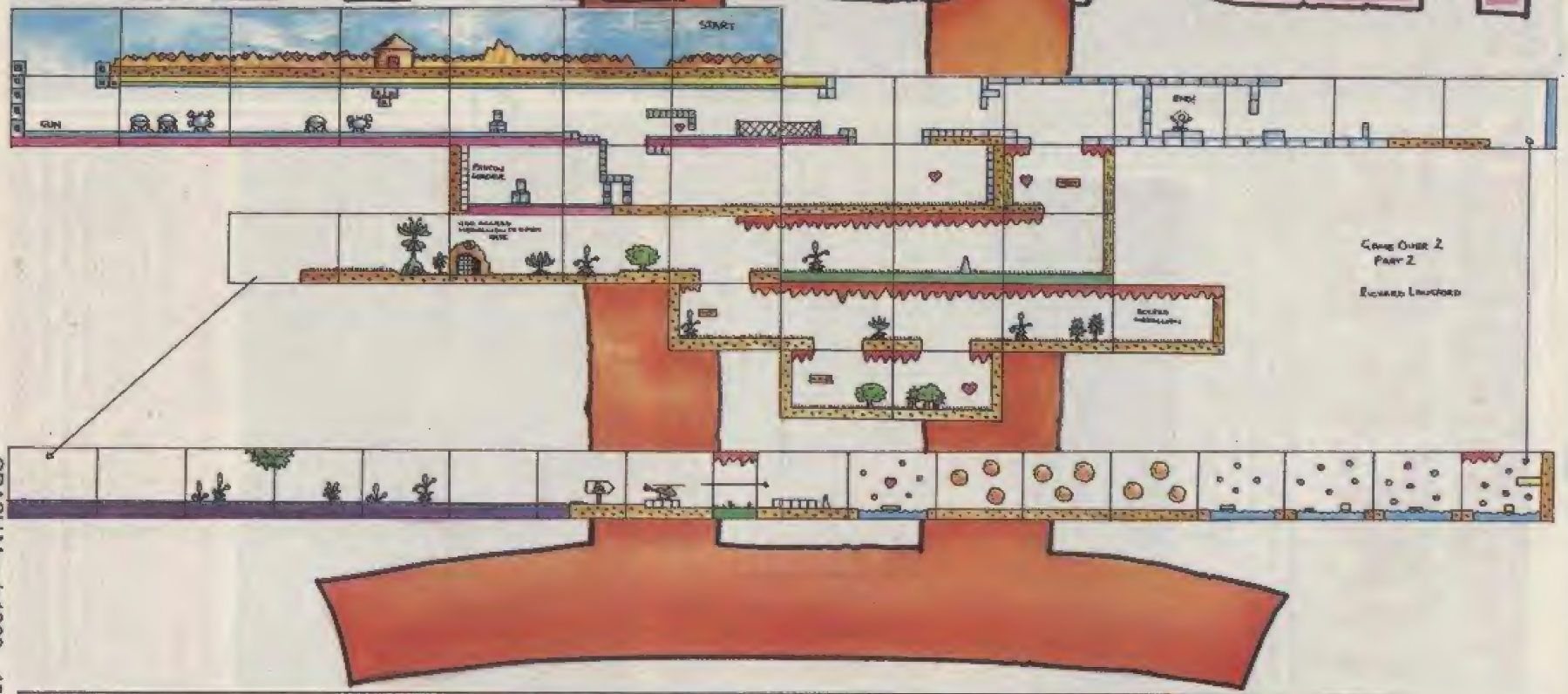


BOMBJACK

```
10 REM BOMBJACK
   (ENCORE VERSION)
20 REM BY THE TEFAL
   MEN (MEL & STE)
30 REM **MULTIFACE 1 –
   POKE 49984,0
40 CLEAR 29877
50 LOAD ""CODE
60 POKE 65533,1
70 POKE 65534,91
80 FOR F=23297 TO 23303
90 READ A
100 POKE F,A
110 NEXT F
120 DATA 175, 50, 64, 195
130 DATA 195, 75, 193
140 RANDOMIZE USR
    65465
```

Here is a brilliantly drawn map of Dinamic's *Game Over II* from Richard Langford. It's to go along with the tips, also in this issue . . . somewhere!

GAME OVER



THE MYSTERY HACKER

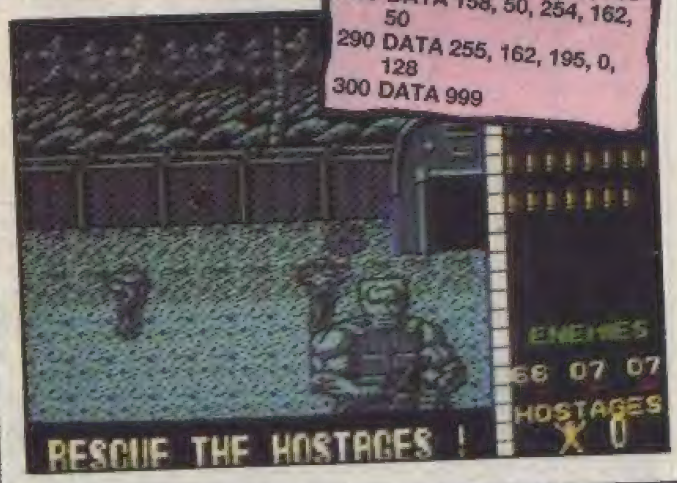
Strange happenings at the towers this month. We have had a visit from the Mystery Hacker **of Grimsby. He (for it is of the male gender) has been playing with the Speedlock-type loader and has come up with these two hacks for** *Operation Wolf* **and** *R-Type*.

OPERATION WOLF

```
10 REM OPERATION WOLF HACK BY THE MYSTERY HACKER
20 REM INFINITE AMMO, NEVER DIE, TRY PRESSING QWERT WHILE PLAYING!
30 REM **MULTIFACE 1 -- POKE 40691,0: POKE 40710,0 **
   MULTIFACE 128 -- POKE 40722,0: POKE 40756,0
40 FOR A=23296 TO 65535
50 READ F: IF F=999 THEN RANDOMIZE USR 23296
60 POKE A,F: NEXT A
100 DATA 243, 62, 255, 55, 221
110 DATA 33, 203, 92, 17, 162
120 DATA 10, 205, 86, 5, 48
130 DATA 241, 175, 50, 35, 93
140 DATA 205, 22, 93, 30, 101
150 DATA 33, 180, 244, 1, 52
160 DATA 10, 53, 11, 35, 120
170 DATA 177, 32, 249, 29, 123
180 DATA 211, 254, 32, 237, 62
190 DATA 202, 50, 106, 251, 205
200 DATA 92, 251, 62, 200, 50
210 DATA 123, 251, 205, 109, 251
220 DATA 33, 76, 91, 175, 50
230 DATA 43, 252, 34, 22, 254
240 DATA 49, 0, 0, 195, 222
250 DATA 254, 62, 201, 50, 80
260 DATA 254, 205, 64, 254, 175
270 DATA 50, 6, 159, 50, 233
280 DATA 158, 50, 254, 162, 50
290 DATA 255, 162, 195, 0, 128
300 DATA 999
```

R-TYPE

```
10 REM R-TYPE BY THE MYSTERY HACKER
20 REM INFINITE LIVES AND ATTEMPTS
30 REM **MULTIFACE 1 -- 37374,0
40 FOR A=23296 TO 65535
50 READ F: IF F=999 THEN RANDOMIZE USR 23296
60 POKE A,F: NEXT A
100 DATA 243, 62, 255, 55, 221
110 DATA 33, 203, 92, 17, 195
120 DATA 11, 205, 86, 5, 48
130 DATA 241, 175, 50, 35, 93
140 DATA 205, 22, 93, 30, 119
150 DATA 33, 147, 243, 1, 85
160 DATA 11, 52, 11, 35, 120
170 DATA 177, 32, 249, 29, 123
180 DATA 211, 254, 32, 237, 62
190 DATA 202, 50, 123, 251, 205
200 DATA 109, 251, 33, 68, 91
210 DATA 175, 50, 43, 252, 34
220 DATA 22, 254, 49, 0, 0
230 DATA 195, 222, 254, 62, 201
240 DATA 50, 80, 254, 205, 64
250 DATA 254, 33, 90, 91, 17
260 DATA 22, 106, 1, 10, 0
270 DATA 237, 176, 195, 0, 106
280 DATA 175, 50, 254, 145, 50
290 DATA 149, 146, 195, 253, 133
300 DATA 999
```



R-TYPE ING PRACTISE

You lucky people who bought Electric Dreams' *R-Type*! **Not only do have a scorcher of a POKE for the game but** John 'I hate aliens' McGhee **has sent in some tips for the first five levels . . . and all this in the same issue, what more can you ask for?**

Level 1

This is fairly easy after a lot of practise, so try to get through it with all weapons remaining (don't lose any lives either). To pass the huge rotating alien, wait for the gap, nip inside and send your force weapon into the alien's weak spot. Dodge any bullets while the alien explodes. Use the force again to destroy the large(ish) aliens near the end of the level. To finish off the last nasty you only need to shoot the small green head using the force.

Level 2

If you have lots of weapons to start with, just keep blasting until the first half of this level is over. If not, try to dodge the nasties or shoot them with fireballs. In the second bit of this level, try to shoot the segments of the big worm. If you do, it can't shoot you. Kill the mega-alien at the end by firing at the blobby pod thing (technical term) that appears from the top of its head while dodging the worm.

Level 3

Collect the jewels and use the force to destroy the gun batteries on the humungous space ship. Keep firing without crashing into bullets, walls, or the ship itself. At the end of the level, fire the force backwards over the top of the ship to shoot the purple block. If you can't manage this, keep shooting until the ship explodes from boredom!

Level 4

Learn where the wall-building nasties appear from so you can kill them quickly. Keep the force as rearguard at all times. Learn the movements of the end-of-level guardian and dodge bullets while shooting to obliterate it.

Level 5

Apparently a doddle (John completed it first go). Shoot for all you're worth, dodging the large caterpillars and blowing up the aliens that fire plasma bolts with your force. Fire the force into the middle of the cluster of asteroids and space ship inside will expire.

HOLD A WOLF BY THE EAR

To help you avoid shooting the odd nurse or massacring innocent citizens here are some tips for the Number One game at Christmas, Ocean's *Operation Wolf*.

Level 1

Keep your sights away from the left-hand side of the screen. This is where the nurses appear. Use 3-4 grenades.

Level 2

This level is really easy. Don't use any grenades, save them for Level 3. Shoot the paratroopers quickly. Watch out for the little boy who runs from left to right. Shoot the wild foul and the breakdancers.

Level 3

You should have a good supply of grenades, your going to need it. It's best only to use grenades on helicopters. Don't shoot the girls (remember, you can stop shooting!). Your damage is completely restored after completing Level 3.

Level 4

The massive butch men with the big guns can only be shot in the head, so don't let your sight wonder below their head height. Always shoot helicopters first. Your ammo is restocked at the end of the level.

Level 5

The hostages are on this level, so be careful! Don't shoot the dynamite when an escaping hostage is onscreen, it kills him. Use all weapons, watch out for those hostages, they run right to left along the centre lane.

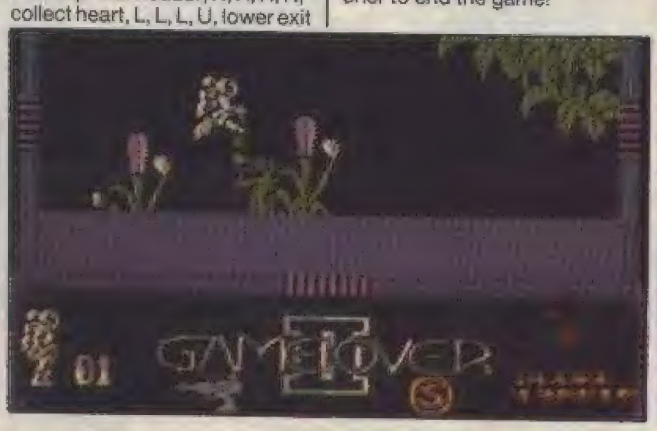
Level 6

The hostages again go from right to left. Just keep that gun going. Don't miss one potion bottle or grenade, they are vital.

GAME NOT OVER

Not only do I have a great map of this *Game Over* sequel but Richard Langford **of Enfield has sent in the solution so you should never have any worries about this game again, except dodging all those aliens!**

From the start . . . L, L, L, L, L, L, D, collect gun, R, R, R, R, R, D, L, collect proton loader, R, R, R, R, collect heart, L, L, L, U, lower exit right, collect heart, L, upper exit right, R, R, R, jump over gap in floor and fall down right-hand side of hole, collect heart, D, L, L, L, D, R, R, R, R, collect access medallion, L, L, D, collect heart, L, U, L, U, L, L, L, L, D, R, R, R, R, R, R, R, get in helicopter, when helicopter lands: R, R, R, R, R, R, R, R, U, L, L, L, walk up to prisoner to end the game!



I must say ta-ra once again, and get on with my essay for college (there's no rest for the wicked, or the crucial for that matter!). Some of the titles we get given these days are weird, but I suppose they have got to be done if I'm ever going to be an intellectual. Send all your stuff to the usual address . . . **Nick 'O' Roberts, Playing Tips, PO Box 10, LUDLOW, Shropshire SY8 1DB.**

A NEWSFIELD PUBLICATION £1.50

The Games machine

THE FUTURE IN YOUR HANDS

TX: 016 MARCH 1989

WATCH THIS SPACE!

- FUNNY MONEY FROM THE FUTURE

CONSOLES BREAK THE POWER BARRIER

DIAL 0898 555080 AND WIN WEC LeMANS FROM OCEAN!

WIN!
A Blasteroids arcade machine! Cyberpunk videos, books and games!

THE GAMES MACHINE is a dedicated multi-format computer games magazine covering Atari ST, Amiga, Commodore 64, Spectrum, PC, Amstrad CPC, MSX, Nintendo, Sega and PC Engine ■ ARCADES ■ TIPS ■ ROLEPLAY ■ ADVENTURE

OUT NOW

MICROPROSE REVEALS MORE

THAN A GLIMPSE OF THE FUTURE

PROJECT STEALTH FIGHTER™

The latest spectacular flight simulation by MicroProse gives you the chance to actually experience the future, putting you in control of America's newest, and top secret fighter plane. Shrouded in mystery, the F-19 is the product of leading-edge technology and engineering.

Using the skill and ingenuity for which they are renowned, the aviation experts at MicroProse have accurately reproduced its operational systems to create an incredibly realistic simulation. A simulation with such exceptional playability and depth that it has become an instant award-winner.

Go on solo strike missions to Libya, the Persian Gulf, North Cape and Central Europe. The revolutionary feature of your F-19 is its ability to remain virtually radar-invisible, so your success (and future promotion prospects) rests on mastering the jet's electro-magnetic profile.

At your fingertips lies an incredible array of weapon options, yet the machine is nothing without the pilot – combat skills and intelligence are essential to survive this advanced and innovative simulation.

Project: Stealth Fighter. The ultimate flight simulator for superior pilots.

Now available for your Spectrum £9.95, Spectrum +3 £14.95.

MICRO PROSE
SIMULATION • SOFTWARE

MicroProse, 2 Market Place, Tetbury, Glos. GL8 8DA. Telephone: 0666 54326

COMPACT COIN-OP

PC Engine

NEC's PC Engine was launched a year and a half ago in Japan and instantly became one of the hottest consumer items around. The first production run sold out in a month due to arcade-quality graphics and sound from a 21000 yen (just under £100) machine little bigger than a paperback book. But then rumours started that Nintendo was applying pressure to stop it – Nintendo dominate the console market in the US and Japan, and buy all their chips from NEC. And in the UK NEC claimed that they had no plans whatsoever to launch the machine here anyway – the market wasn't big enough.

NEC still seem unlikely to launch the machine in the UK anytime soon – they're concentrating on Japan and the USA – but a full-scale, independent import company, Micromedia, has been started up with the express purpose of distributing the Engine, its peripherals and games in the United Kingdom. Since CRASH has already given one of these wonder machines away (Issue 55), we thought we'd have a detailed look at the Engine; what makes it tick, what the peripherals are, and its chances of success with new wonder machines due to appear here over the summer. And to tell you just how good the games are, or aren't, we had the reviewers have a bash too.

AT JUST 5½ inches square the PC Engine is not much bigger than a personal stereo with software supplied on ROM cards smaller than a credit card. This marvel of high-tech miniaturization is quite capable of producing coin-op conversions virtually indistinguishable from the original in graphics, sound and playability. For plug-in and go zapping the PC Engine wipes the floor with such crude consoles as the Nintendo and Sega Mastersystem, besides challenging the £400 Amiga as the most powerful home entertainment system.

The Engine's dazzling performance is achieved by a state-of-the-art 8-bit custom chip claimed to run at 18 MHz, which compares to 7.14 MHz for the Amiga. This amazing figure is fully demonstrated by the large, fast-moving sprites. Up to 64 sprites can be displayed simultaneously in colours chosen from a palette of 512. Sound is also well-catered for – the Engine has a six-channel, eight-octave stereo sound chip.

Games for the PC Engine are supplied on tiny ROM cards with two megabytes capability (standard 16-bit machines have only a quarter of that). Moreover since this memory is ROM-based, games need not be loaded – as soon as the card is slammed in, the

PHIL If you've ever wanted an arcade machine in your home, the amazing PC Engine is an all-purpose one. Near-perfect coin-op conversions are what this little maestro is all about. All the detailed sprites move so fast, I was very surprised to discover that the CPU is only 8-bit. Sound is also excellent – all games feature brilliant music, while the optional CD ROM player adds sound effects of unprecedented hi-fi quality.

However, despite its undoubted technical excellence, the PC Engine has yet to establish a big range of English language software. The limited range of games available consists mainly of shoot-'em-ups and arcade adventures with cute heroes and heroines. Without a keyboard it really isn't suited to complex adventures and strategy games. And at thirty quid a game, it'll take a lot of hard cash to build a decent software collection.

Still, at a mere two hundred pounds (mere? – Ed), the PC Engine is an excellent, and genuinely tiny, way of bringing genuine arcade games into your home. *R-Type* on the PC Engine IS the arcade game with ultra-smooth scrolling and hordes of swirling aliens. If you look at the Engine as a cheap way of bringing an arcade machine into your home, it's great. And the planned American launch should dramatically increase the range of English language software and will hopefully lower the price a bit.

▲ A pyramid of games towering over Engine and CD-ROM in interface unit, together with joypads and Multi-Tap

game is ready to run. Unfortunately this format also makes software expensive – Micromedia sells the games at £29.95.

Adding it up

The unmodified Japanese PC Engine is compatible only with Japanese standard TVs and powerpacks, so obviously any imported machines have to modified. Micromedia offer two basic Engines. For £199.95 you can get an Engine with a SCART Euroconnector, complete with UK powerpack, joypad and full instructions. (SCART sockets can be found on most monitors and many newer TVs.) The second model is modified to allow it to be plugged straight into the antenna socket of any TV and costs £224.95. (You can also get a monitor/Engine bundle for £399.95).

Micromedia also offer a wide range of the various peripherals developed for the PC Engine since its launch. For £29.95 you can buy a Multi-tap 3 allowing more than one player to use the machine, three people can play with this using extra joypads (£14.95 each). A £39.95 Multi-tap 5 increases the number of players to five. At present

▲ Super-smooth scrolling, vertical and horizontal, in the classic *R-Type*

MARK When I first saw the PC Engine I thought someone had made a mistake and sent us the transformer from another console. It's so small, one could almost slip into a pocket! (In fact I tried a few times, but Dom wouldn't let it out of his sight.) But never judge anything by size – for £199.95 you get brilliant graphics and sonics. The arcade conversions (these include *R-Type*, *Vigilante* and *Galaga 88*) are very close to the originals, all they lack is the "insert credit" message.

The original games aren't bad either; the racing game *Victory Run* and the beat-'em-up *Drunken Master* are really good. On the other hand one or two of the games, such as *Tennis*, are only about Sega graphics quality while adventures written purely in Japanese aren't much cop either. My favourite game, though, is *The Great Giana Sisters*-style arcade adventure *Chan And Chan*. You can choose one of this oriental comedy duo to represent you through some of the most flatulent adventures to be seen outside of *Viz*. Animals passing overhead freely relieve themselves, while some human characters are to be found in the bushes looking for a toilet. This is the funniest thing to come out of Japan since Clive James exposed *Endurance*.

The only slight moan I would voice is the control (or lack of), of the joypad, so I certainly hope the joystick comes out soon. Nevertheless, after spending most of a day playing it I only have three words to offer as a conclusion. I WANT ONE

▶ Our *Vigilante* hero finding the going rather tiring

there's only *World Tennis* (1-4 players) and *World Baseball* (1-2 players) that makes use of this facility. Such players could also appreciate a PC Commander joypad which gives autofire on both fire buttons. And for players discomforted by controlling directions via the small 'joydisk' on the left side of the controller, a joystick should be available by the time you read this.

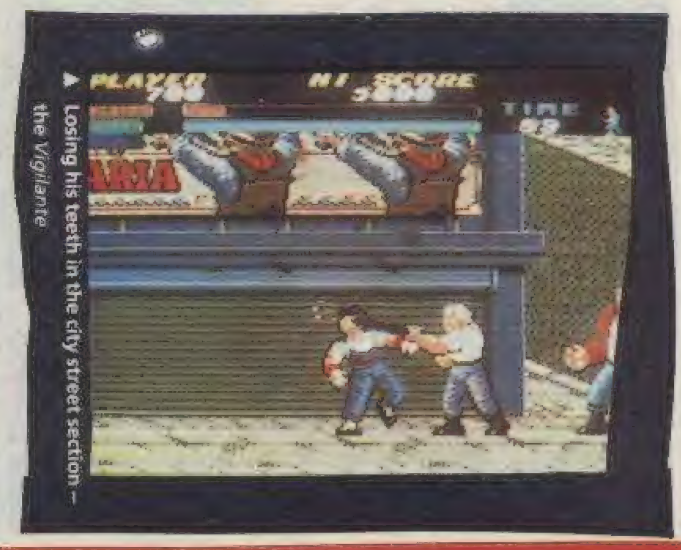
The most exciting peripheral, however, is the CD-ROM (compact disc, read only memory). This looks just like a normal portable CD player and indeed can be played like one (though there's no battery facility as yet!). The CD-ROM costs £289.95, and on top of that you need an interface unit (£159.95) which houses both the CD-ROM and Engine in a single, very smart case. At the moment there's just two games available for it, one of which is a Japanese language adventure (not much use for us Brits), while the other is the coin-op conversion *Street Fighter* (free with the CD-ROM player). While obviously buying the CD-ROM just for that one game would be exceptionally extravagant, the potential for original games is astonishing. Besides accessing the CD-ROM for CD-quality speech, tunes and sound FX, the Engine can also read data from it – up to 600 megabytes per disc!

For the future there are plans to release an alphanumeric keyboard, a modem and floppy disk drive – NEC talk of the Engine not simply as a games machine, but rather the controller of a wide-range of household appliances. There's also plans to produce an four-inch square LCD colour display which, besides pleasing Mel Croucher, offers true portability – just imagine playing near-perfect coin-op conversions on the school bus!

DOM There is no doubt that of all the consoles available at the moment the PC Engine is by far the best. If you must buy a console within the next six months, I would definitely recommend the Engine without reservation – but there's load of others in the wings. There are going to be so many developments in the console market this year that, like Philips' Video 2000 system, the best may not necessarily flourish. That said, I don't want to put you off the machine, it's great.

What is so great about the PC Engine is that it never seems pushed. *R-Type* is absolutely fantastic to play, but the Engine looks like it could easily run it at double the speed with twice the number of aliens and have no hassle whatsoever – in fact *R-Type II* goes some way to proving this. Apart from the perfect translations of arcade games, the Engine also has a large array of 'fresh' original games, like *Chan And Chan*. Most of the games are tremendously playable and very addictive (*Galaga 88*), and when the American market takes off there should be some great product coming through.

The forthcoming year is going to be very exciting, I just can't wait.



▶ Losing his teeth in the city street section – the *Vigilante*

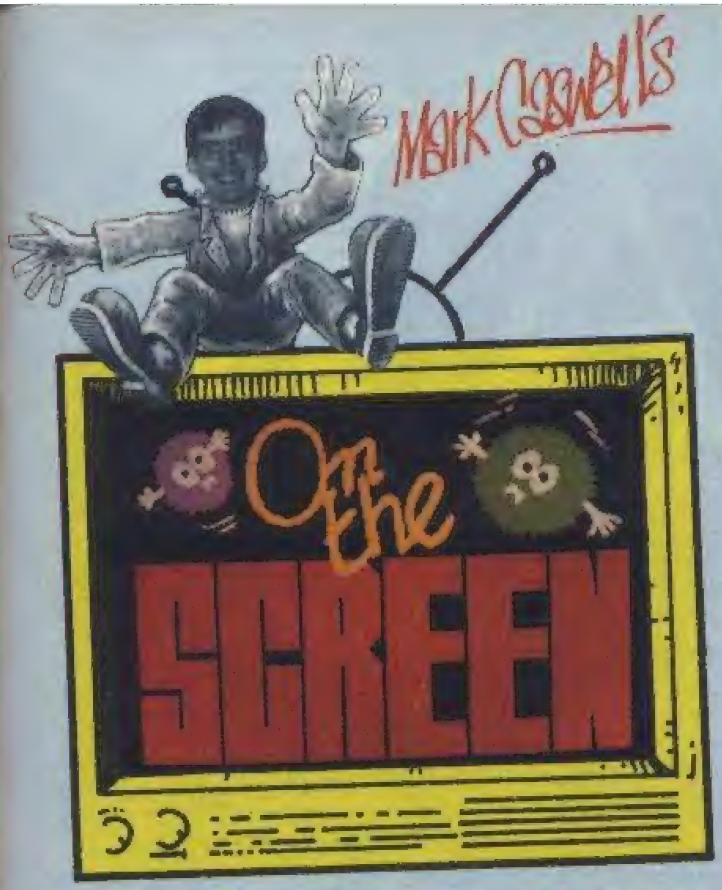
Battle of the consoles

If the PC Engine is currently the most powerful console in the UK, what of the immediate future? A great boost for the Engine's UK market will come in June when it is launched in America, generating a lot more English language games. But the wealth of that market means it will be far from the only super-console in the running to replace the 8-bit Nintendo. Hot on its heels should be the Sega Megadrive which first went on sale in Japan in November 1988 and sold 50,000 units in two days! Unlike the Engine it has a 16-bit, 68000 chip (the same as in the Amiga) which makes it potentially more powerful. So far though, there's only a couple of games available for it and a UK September launch date seems optimistic given that it's yet to be released in the USA.

Also bidding for the US market is a rumoured Epyx console, and Nintendo's 16-bit update of their current console. Nintendo have the muscle to produce a really good machine with lots of software, but they've traditionally spent little time on the UK market. Then there's rumours that both Atari and Commodore plan console versions of their 16-bit computers. The £400 Amiga already challenges the Engine for performance with a superior sound chip and higher resolution graphics. Unfortunately the Amiga uses a lot of expensive chips and so far only rarely do its games come close to using its full capabilities. Probably the most interesting competition, however, is provided by the Konix Multi-System due to appear in August/September. This is covered in some detail on page 11, and appears to have a superior specification, but its unique continual disk access system has yet to be proved.

For the moment, however, the PC Engine is clearly the business and has a big headstart on its rivals. And the one thing that's certain is that 1989 is going to be one of the most exciting years computer gaming has seen for a long time, if not ever.

For more information on the NEC PC Engine, contact: *Micro Media, The Moor Hall, Clee Downton, Shropshire SY8 3EG.* ☎ 0584 75604



Spring is just around the corner, and all at CRASH Towers are busy with the ritual cleaning up that occurs around now . . . and boy, does this place need it! We lost Phil the other day, and only found him when a chair covered with a dust-sheet moved!

All is pandemonium in the CRASH office, but what's new I hear you say, not a lot really. There's always a hooligan element in here (ie, Nick and Phil). This month we are visited by one of the end-of-level guardians from *R-Type*, an elf and even some heavy metal-inspired pix.

▲ **Do you believe in the little folk?** Luis Pedro C Bacharel **from Portugal obviously does, he has sent in this picture entitled Elf. Actually this little chap reminds me more of Robin Hood. Oh, well.**

▲ **This fella wouldn't look far out of place in the new UbiSoft game *Skateball*, but in fact it's a binary version of Rodney Matthew's artwork for No Mean City, an album by another heavy metal band – Nazareth. And to be honest I quite like some heavy metal, especially Van Halen and David Lee Roth. Maybe** Matthew Ablott **of South Humberside can do a similarly impressive rendering of one of their albums.**

► **No, it isn't a picture of me first thing in the morning, in fact it's a very nice portrait of Eddie, the 'mascot' of Iron Maiden. I have never been very fond of heavy metal, but it would appear that my old buddy** Chris Peil **from Bolton is. Contributions to his hearing-aid appeal fund can be made though the normal channels . . .**

◄ **Back in Issue 59 *R-Type* was awarded a well-deserved CRASH Smash and the game's still an office favourite – even with Nick's pokes it's really hard. Similarly enamoured of this coin-op conversion is** Miss S Mullington **from Stoke-On-Trent who's sent in her rendering of the confrontation between the R-9 ship and Level One's *Alien*-inspired mega-monster. It's pretty darn good and what's more it's the first female entry I've received for OTS, lots more to follow I'm sure.**

Well, as another OTS draws to a close, I can tell you the office is looking a little tidier, if you don't count either Stuart's or Phil's desks. Nick has even removed all the Smash Hits stickers which had been plastered all over his word processor. As for the Ed, he's making a racket hammering a nail into the wall for his noticeboard. It fell down last week and almost killed him – well, I mean, using Blu-Tack to hold it up, huh!

If you think that you can do better than this month's bunch of budding artists, don't just sit there muttering about it, put pixel onto computer and design a screen worthy of the OTS hall of fame. Do the usual stuff (put work onto tape, place in envelope, seal and post envelope etc), and you may receive £40 worth of software for the best of the bunch, or even the £10 runner-up prize. As usual send all entries to **Mark 'Robin Candy' Caswell, On The Screen, CRASH, PO Box 10, LUDLOW, Shropshire SY8 1DB.**

A NEWSFIELD PUBLICATION

FEAR

FANTASY, HORROR AND SCIENCE FICTION

Five Staggering Issues of FEAR, the world's foremost periodical genre magazine

Issue One:
International Splatter Punks Skipp & Spector Scream! • Director John Carpenter has seen them, and THEY LIVE! • Exclusive interviews with: Peter Straub, Neil Jordan, Ramsey Campbell & Stephen Gallagher • Plus three great short stories from Shaun Hutson, Ramsey Campbell and Nicholas Royle

Issue Two:
James Herbert is haunted by success! • Exclusive interviews with Dean R. Koontz, Clive Barker, Christopher Fowler, Shaun Hutson & Sheri Tepper • Features on Stephen King's Dark Tower and Zombies in the movies • Original fiction from: Brian Lumley, Kim Newman & Stephen Laws

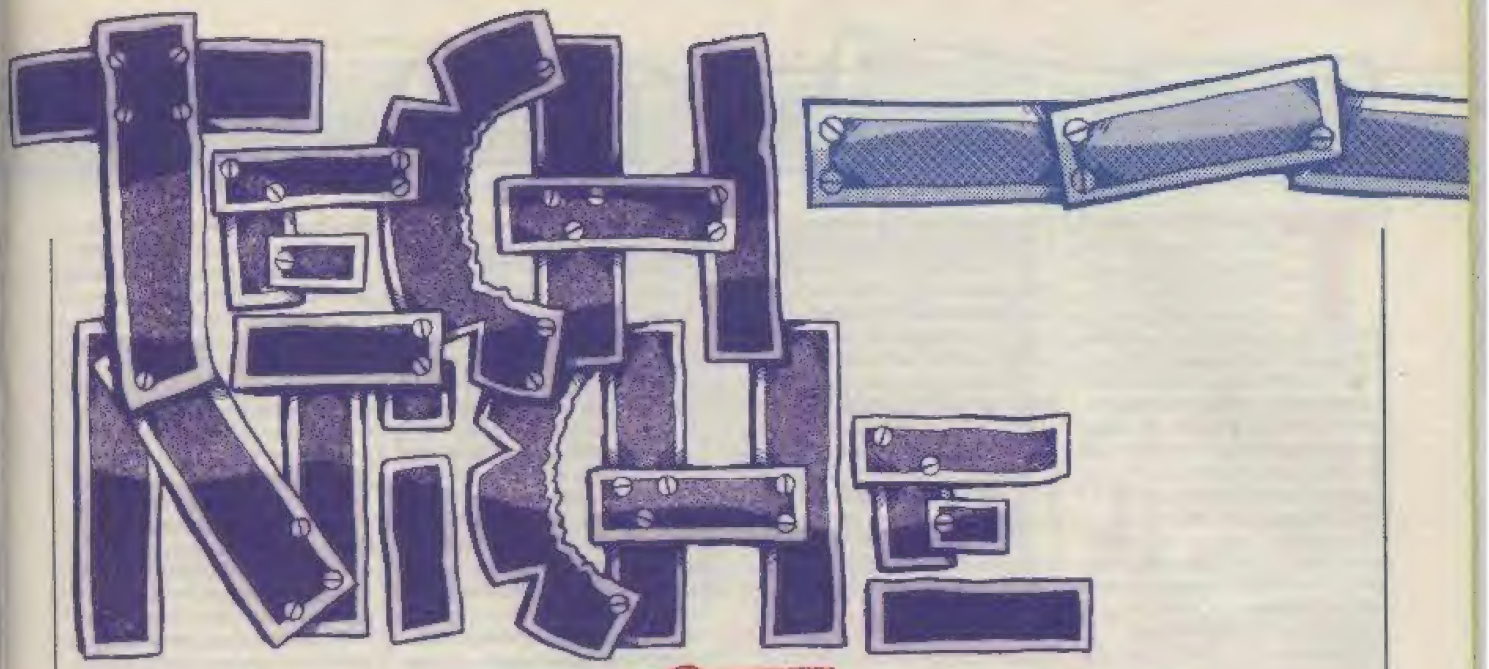
Issue Three:
Hellraiser II: Hellbound revealed — the inside story! • Exclusive interviews with: Robert R. McCammon, David Gemmell, Alan Moore, Guy N. Smith, Guy Magar, Brian Lumley & Clive Barker • Fiction from: Pete (Hellbound) Atkins, Ian Watson & Don Webb

Issue Four:
World Exclusive! Ray Bradbury (part one) reveals his innermost secrets • Interviews with: Raymond E. Feist, David Cronenberg, Wes Craven & David Lloyd • Features on: Richard Christian Matheson, David J. Schow, Chet Williamson & director Chuck Russell plus Jack the Ripper filmography (part one) • Fiction by: John Brunner, Nicholas Royle & Simon Clark

COMING IN ISSUE FIVE (February 1989)
FEAR visits Elm Street — massive full-colour souvenir guide, plus an interview with Robert Englund • Interviews with: Tim (Batman) Burton, Stephen R. Donaldson, Graham Masterton, Douglas E. Winter, Ray Bradbury (part two), Jonathan Carroll, Iron Maiden & SFX wiz, Mick Garris • plus more great fiction (as yet unrevealed!)

Bi—monthly £2·50

FEAR MAIL ORDER PO BOX 20, LUDLOW, SHROPSHIRE SY8 1DB



+3 KILLER

Switch to the Plus D and save £105?

After last month's unveiling of Miles Gordon Technology's alternative Spectrum – SAM – IAN CULL now reviews MGT's alternative to the +3, the Plus D disk drive add-on. Deepening Amstrad's woes further Ian also disparages the +2A, while updating his *DICE* review and looking over yet more techie mags.

DUE TO Amstrad's predictable refusal to offer hardware for Spectrum owners wishing to upgrade to +3 standards, the only option might seem buying a completely new computer. In fact, this is far from the case thanks to **Miles Gordon Technology**. Their solution to the problem is the Plus D interface and 780K 3.5 inch disk drive for £139.95 in kit form, (available from MGT, **Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea, SA7 9EH**).

Comparing a 48K or 128K Spectrum with Plus D fitted, to the official disk machine, the +3, is an interesting exercise. The Plus D is a flat, but long, interface, that when fitted to a Spectrum sticks out enough to almost double its length. A cable connects it to the metal-cased disk drive, which has a separate power supply (another cable). There is a built-in parallel printer interface, but no serial ports. This obviously means a lot more desk space is taken up.

Another slight problem is that your Spectrum isn't designed to access the disk drive. When powered up the Plus D interface has only minimal internal software – enough to 'boot' a disk, which loads in the full program. However, a configuration program, supplied on tape, allows the specifics of your particular

'Loading a 48K snapshot takes about 7 seconds'

disk drive set-up to be programmed into a system file, which is then stored on disk for future booting – the tape will probably never be needed again. Booting takes only about 2.5 seconds. While the +3 obviously does not need this, the MGT drive offers much more storage space, 780K in all, or four times as much as can be held on a +3 disk without manually flipping it over. The drive is also very fast, the SAVE of 16K took 4.6 seconds, the LOAD just 2.2 seconds. Formatting, however, takes a very slow 110 seconds (18 for the +3, but you need to do it four times to get the same amount of disk storage

'It would be possible to write 390K programs'

space).

The Plus D can also emulate the Microdrive syntax, making it reasonably compatible with Spectrum business software (the +3 emulates tape loading/saving, but little else), but also has a simpler syntax (still not as easy to type as the +3 though). Another +D advantage is a built-in 'magic button' (saving the cost of a *Multiface 3*) which allows screen dumps, and 48K or 128K snapshots (or copies of programs) to be taken. Also on the plus side is that true disk data files can be created – it is thus possible to open streams to files, and PRINT to, or INPUT from, the file via the stream. It would be possible to write programs handling 390K or more of data in this way!

Snapshots cannot be loaded until the disk has been booted, so loading a 48K snapshot (*Advanced Pinball Simulator*) takes about seven seconds, and five key presses (using the LOAD p5 shortcut). The +3, using *Multiface 3*, takes 19 seconds (and ten key presses) to load the same game – however, there is a little extra 128K-specific code to be loaded. The one bonus is that *Multiface* packs the games on disk, allowing more to be fitted on the disk (e.g. 60K for a 128K game on the +3, as against

'The +3 is quite incompatible with other Spectrums'

128K on the Plus D). But then, the Plus D has more space available on the disk.

You should also remember that the +3 is quite incompatible with older Spectrums (except the +2A), and much hardware and some software will not run on it. Fitting a Plus D to your old Spectrum will save you £105 (+3 and Multiface 3 = £245), and run everything you already own (NB: the Plus D is NOT compatible with my Alphacom printer or Multiface 1, though).

TO MAKE best use of the **Plus D**, additional hacker programs are needed since it has few functions apart from the 'snapshot' one. ***Genie***, for all *Multifaces* except the +3, has for some time allowed hackers to stop a game or other program in mid-flight, call up a disassembler/editor, then continue the stopped program as if nothing had happened. Now, two programs for the Plus D allow similar tasks to be carried out. The 'official' ***Pick-Poke-It*** (*PPI*) from **MGT** themselves and ***Plus D Hacker*** (*PDH*) from **INDUG, 34 Bourton Road, Gloucester GL4 0LE**. *PPI* costs £14.95, against *PDH* which costs just £3.95!

Both programs are supplied on tape, so that they can be configured onto any Plus D set up. In both cases, a new Plus D system file is created on disk, which will auto-initialise the hack-program whenever the disk is booted. Other necessary files take 15K of disk space for *PPI* and 20.5K for *PDH*.

Genie fits totally into the *Multiface* RAM, so is instantly available when the magic button is pressed. Both *PPI* and *PDH*, however, store their code on disk, and take some time to appear when the button is pressed – *PPI* takes 6 seconds, *PDH* takes 7.5 seconds. However, *PDH* has a second mode, in which the screen is not saved (useful in some cases) which appears almost instantly!

Once loaded, both programs offer similar facilities (though *PDH* offers some unusual additional routines), but the routines are also called in from disk as required (eg 2 seconds to call up the disassembler) – *PPI* is quicker here, but *PDH* is smart enough to not reload the routine if you have just used it. One problem with both programs is that some of the Spectrum RAM is taken up with the hack-program itself (just the screen on *PDH*, but all memory up to 23755 on *PPI*). *PDH* does not deal with this, indeed it is possible to disassemble/edit *PDH* itself (or crash it, if you're not careful). *PPI*, however, allows the 'missing' memory to be loaded into the 48K section, and examined there – this is detailed under the 128K bank functions as an appendix, so 48K users may miss it!

'*PDH* offers some unusual additional routines'

Both of the programs have a poor keyboard interface; there is a tendency for double registering of keys, etc. This is particularly annoying in *PDH*, since there is no delete function. You have to let the selected function begin, then abort it (very dangerous if the selected function was a fill memory, or similar).

PPI offers, once the button has been pressed, the normal snapshot functions, as well as a disassembler; memory editor; search routine; access to Z80 registers; (128K) bank switch and search; block find and fill, and graphics search. Output can be sent to the printer with both.

'Both programs have a poor keyboard interface'

Of the two packages, *PPI* is far easier to use. When disassembling or displaying memory, one page at a time is given, then the menu can be recalled, the same function restarted, or the following page displayed. *PDH* simply disassembles/displays until ENTER is pressed (to pause the display), SPACE (which restarts) or M (to recall the main menu). *PDH* only uses the bottom third of the screen, whereas *PPI* uses the whole screen. POKEing is also simpler with *PPI*, allowing entry of message strings as well as decimal/hex numbers – *PDH* has a POKE facility within a general Z80 register page, and only accepts decimal numbers.

However, *PDH* offers additional facilities to *PPI* – in particular, semi-automated infinite life POKE searches (though nowhere near as sophisticated as the ***Multiface Lifeguard*** program), and a graphics search mode. This is quite intriguing, as it allows memory to be scrolled around onscreen in many ways, giving a reasonable chance of finding where a games graphics are held in memory. Another *PDH* bonus is an additional program that can be loaded into the Plus D over the top of the hack-program (but taking no main Spectrum memory), which gives the Spectrum some graphics drawing functions. For example, RUN*1 (followed by 7 arguments!) allows an area of memory to be defined as a graphic; RUN*d will delete lines of BASIC etc. One problem is that these routines use information from the hack-program, which cannot be run at the same time.

'*PDH* has semi-automated infinite life POKE searches'

In summary, both programs do their job reasonably well. *PPI* is a well written program, with excellent documentation – but it is very expensive. *PDH* is less 'professional', but offers a number of unusual additional functions, and is *very* good value. Documentation for *PDH* is not too good (and there is a warning of possible crashes on 128K Spectrums). The average Spectrum user would be quite happy with *Plus D Hacker*, but serious game hackers may wish to pay the additional money for *Pick-Poke-It*, to get a more reliable product.

+2A BUGS!

A NEW AND interesting POKE has come to my attention, from **Kenny Anderson** of Dunfermline. Type POKE 23398,4 then FORMAT 'A:' – this will result in a +2A error message!

The +2As are on sale now – they are in Sinclair black (rather than the awful grey), and have an 'M:' RAMDISK to which you can

+3 CORNER

AFTER REVIEWING Kobrahsoft's back-up program *DB1* in Issue 60 I promised a quick update on *DICE* (now Version 2) also from Kobrahsoft (**Pleasant View, Hulme Lane, Hulme Near Longton, Stoke-on-Trent, Staffs ST3 5BH**). Refer back to Issue 57 for the full review.

The main menu has now lost the COPY command (which has been moved to within the FILES menu, so that all or just selected files can be copied). However, two new commands have appeared – INIT and ANALYSE. The INIT command allows a disk to be formatted to +3, system or data format (all three formats are now fully supported by *DICE*) – the Data format gives an extra 5K per disk, and is a fast format (DOS ROM saved in 7.6 seconds and loaded in 5.2).

The ANALYSE command goes some way towards dealing with commercially protected non-standard disks. You can examine, and even modify (at your own risk), disks that normal +3 disk routines cannot read. I would not recommend that you do this on an original disk however – use Kobrahsoft's *DB1* package first to make a backup!

DICE also now handles CP/M format disks – including decoding disk volume name details, file passwords and user numbers, and date and time stamps. The sector display now has an additional mode, in which all 512 bytes are displayed at once, in ASCII only – this is very useful when examining/recovering text-only files (or looking through adventure programs, etc).

Finally, there is a new LOG function within the disk menu. This allows individual sectors to be logged into a list, the contents of which can then be written to a new disk as a complete file. This can, with care, allow a file to be recovered from a corrupted disk EVEN if the directory has been destroyed! It is only really useful for text files, since you must be able to recognise, in order, the parts of the file.

DICE is now 13500 bytes long, leaving 10K free for BASIC programs. Its price is still £12.95, and upgrades from Version 1 cost £5.96.

SAVE/LOAD all files, unlike older +2's. They do, however, have all the bugs and expansion port incompatibilities of the +3 – in particular, the MGT *Plus D* will not work without an extra interface, costing £7.95. I suggest that potential 128K purchasers hunt down the grey +2 – there is little to recommend in a +3 without disk drive!

While on the subject of +3 bugs, Kieran Wood has sent in two more curiosities. When the 'scroll?' message appears, try pressing the EXTEND MODE key, then ENTER, Kieran also warns that entering very long lines (of the order of one screenful) causes unpredictable corruption of the entered line, and/or the complete program – so be careful! There is, of course, no warning issued by the Spectrum of when this will occur.

By the way, the cursor left bug (printing a cursor left code when the screen is already at top left) will corrupt ALL Spectrums, not just the +3!

TECH MAGS

FIRST REVIEWED in Issue 58, I'm glad to see that the fifth issue of *Spectrum Programmer* has responded to some of the comments made in CRASH. Kieran Wood **has now made the tape magazine bi-monthly, and increased the price to £1.50. However, he does appear to have some assistance now . . .**

The latest issue offers more to the beginner, including an abbreviated course on binary and hexadecimal, including doing calculations in binary – well worth understanding, as that is how your Spectrum does it. There is also a list of Spectrum bugs (see +3 section), and a turbo loader program from Mr Goodman, which CRASH Tech Tape owners will find of little use.

Now on to another disk-based magazine, *OUTLET* **from** Chezron Software, 605 Loughborough Rd, Birstall, Leicester LE4 4NJ. **They have been a little upset about not being reviewed by CRASH – so I hope this pleases them . . .**

***OUTLET* is a very well-presented magazine for all 48K/128K Spectrum owners. It is available on Opus or Disciple/Plus D disk, on two Microdrive cartridges, or on tape. The cost is £2 per issue, if you supply the disk/Microdrive media, or £3.50/£5.00 on supplied disk/Microdrive. The cassette version is £2.75.**

+3 MASTERFILE

THOSE OF you, like me, using an old 48K/Microdrive version of *Masterfile*, may be interested in a program from Robert Diskson of 12 Coppelia Road, Blackheath, London SE3 9DB. **Send him a disk and £2.99 and you will receive a program to transfer *Masterfile* (including data and report files) from tape to +3 disk. Users of *Masterfile* on Microdrive will first need to save the program and data files to tape. Additional facilities are added via the User BASIC function, which calls up a new menu, including CATaloging, file ERASE and overlay loading. Be warned, however, that very large databases (30K or more approx) will not be usable with Robert's system of saving data on the RAMdrive – though this does allow Masterfile to be RUN without losing any stored data (yes, there really is a use for the +3 RAMdrive!).**

***OUTLET* contains a wide variety of generally excellent content; including readers letter, hints/tips, medium length utility programs, mini-games (even the occasional adventure), reviews of commercial non-game software and hardware, and a monthly round-up of what the rival 'paper' magazines are printing. There are also adverts and a detailed section for less experienced Spectrum users.**

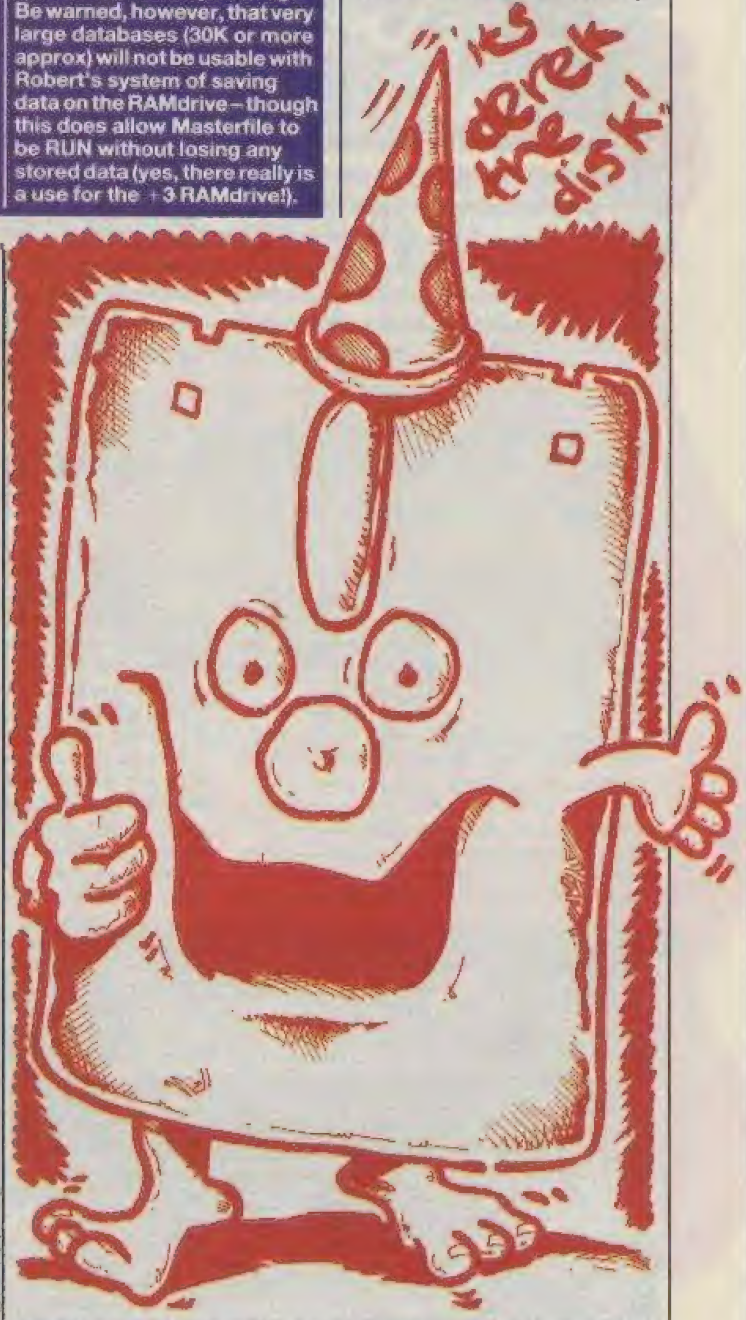
In the few issues sent for review I found many gems – a 42/51/64 column screen print routine (Issue 7), many new character fonts, a simple disassembler (Issue 13), details of connecting Microdrives from ICL's One-Per-Desk to a Spectrum's Interface One (Issue 14). There was also a Microdrive exerciser program (*Seal Rescue*, in Issue 10) which finds and locks out suspect sectors on a Microdrive – this program takes ages to run, but is almost bound to discover any faults!

There is also a full back issue service from Chezron (in which I noticed a full assembler, *Jacksoft*, in Issue 10). Finally, a Fish Tank Simulation (*The Amazing Arnold* in Issue 10) would have kept me amused for hours, if it didn't keep crashing!

Currently, Issue 15 offers a proportional text print routine, a program to print aligned decimal numbers, a shopping list maker, an in-depth discussion of interrupts on the Spectrum, and *Craldon's Creek* (an adventure).

One minor niggle – the Microdrive version comes on two cartridges, and you are always prompted for cartridge B, even if it is the one that was just used and so is still in the drive!

***OUTLET* is a good value disk-based magazine, well established and with a reasonable readership (150 or so at present, apparently). Serious users would do well to consider a discounted 6 or 12 month subscription (at £11 or £21, if you supply the media – once a month or all at once!).**



Coming soon to this exciting venue we have *Artist II* on the Spectrum +3 and Ergo System's Clive Drive. **Then there's Cardex, the company that brought desktop publishing to the Spectrum (via *Word Master*, *Headliner* and *Typeliner*, see Issue 56). They've changed their name to** PCG **(sounds familiar) and now reside at** 61 School Street, Barrow-in-Furness, Cumbria LA14 1EW. **To celebrate, they've sent me their latest versions, including one for the Spectrum +3, expect detailed reviews soon.**

As usual, the letters of praise – as well as pleas for expert advice and hints/information – should be sent to Ian Cull, Tech Niche, CRASH, PO Box 10, LUDLOW, Shropshire SY8 1DB.

ARCADES

Due to more than popular demand MARK CASWELL, the man who was built to play arcade games, returns with the latest news and views on four arcade machines currently scoring high with the punters in Manchester. We've just despatched the portable playtester down to the Arcade Convention in London, so stay tuned for more news on that next month . . .

CYBERBALL
Atari Games

Check out the new Atari offering entitled *Cyberball*. The year is 2022, the sport is American Football, and human players have been replaced by giant robots, each one five times the size of a man.

The first thing that strikes you about *Cyberball* is the casing, which houses not one but two separate screens! Up to four players can take part, two per screen and team. If you start alone, just playing the computer, friends can still join in at any time. As soon as a team is chosen for each side then the mechanized monsters thunder onto the pitch, many with caterpillar tracks and looking like macho versions of Number Five in *Short Circuit*. Knowledge of American Football is useful, but things are made pretty obvious in play.

Gameplay begins when a pillar deposits a glowing ball at the fifty-yard line, this then zooms into the hands of the team on offensive play. The game pauses for a few seconds as the player in charge of the offensive team chooses between four plays (or plans) displayed in diagrams onscreen. (There are one hundred in memory, but only those onscreen can be chosen.) At the same time the opposing player(s) must choose their defensive play. Obviously if one team were to know the opposing team's play they'd have a major advantage, so the two screens are angled to help prevent this.

Once the plays have been decided, the diagram screens vanish to display your team on the pitch. The quarterback on the offensive team then calls out the play and the two teams move into formation. The ball is then thrown to the quarterback who must throw the ball to a receiver (one of his team robots that has moved deep into the other team's half). The team's human player must use his joystick to throw the ball to the position where the receiver will be – according to the chosen play. To avoid the player having to remember this position it is marked by a white cursor. If the receiver gets there and collects the ball, you get control of the receiver who must run forward as far as possible. If one player is on the offensive side his joystick then switches to control over the receiver, if two are playing one player is already in charge of the receiver so the other player gets control of another robot to run 'interference', stopping defensive robots tackling the receiver. During this time the defensive player must move the robot he has control over into a steel-crunching tackle with the receiver.

Sound, as with most Atari games is good, with nice jingles and the gruff metallic voice of the quarterback (8-16-24 hup, hup, hup etc). Whether you like American Football or not, *Cyberball* is a tough and very challenging game which I recommend highly.

POWER DRIFT
Sega

Power Drift is the latest racing game to appear from the *Out Run/Afterburner/Thunder Blade* people – Sega. (In fact, the producers of Speccy *Afterburner*, Activision, have chosen *Power Drift* as their big game for next Christmas.) It follows the time-honoured tradition of zipping around a track in a souped-up vehicle, risking life and limb on

some very tight hairpin bends (help! where's the brake pedal?), and all against the merciless ticking of a stopwatch. There are five courses to choose from and each has five stages (lettered A-E). Included among the 25 different stages are city scapes, deserts and plenty of logs.

You'd naturally expect a fast car here, another Ferrari perhaps, but no, in this game you get a dune buggy. Actually this is pretty useful because your competitors are some of the world's most reckless drivers, zooming past a great speed – so surviving collisions is vital.

The way the road dips and dives around is suggestive of *Out Run*, and the effect is truly exhilarating when experienced in the hydraulic version (or awful if you've just eaten lunch). Finish in third position or better and you're placed on the starting line for the next race, fail and it's game over.

Power Drift is a very competent game and great fun to play, especially in the panicky moments when you're roaring toward a tight 90° bend and you can't find the brake pedal. I actually prefer Taito's *Continental Circuit*, but this ain't half bad either.

SHADOW WARRIOR

Tecmo

Tecmo is one of the second rank of arcade manufacturers and I haven't played many games by them. Judging them by this, their obscurity isn't due to them taking risks developing hugely-innovative games.

The plot sees balaclava-wearing oriental hitmen on holiday in the USA. Sadly, gawping at the Empire State Building and touring the United Nations building isn't enough to keep them happy and they're soon fighting each other on New York City's notoriously bumpy roads. Our hero ninjas appear, not from a puff of smoke, but out of a mini-whirlwind. The streets are strangely silent as you start off on your biffing and thumping quest, but you can bet your last yen that it won't stay that way for long.

And sure enough, that Arnie Schwarzenegger-lookalike with the Friday The 13th frightmask isn't on his way to shake your hand, and neither is his Neanderthal friend. What do you mean, what should you do? Fight!! A quick press of the action button soon has our hero kicking and punching his way through, producing a growing heap of unconscious baddies. In any sticky situations the jump button gets you sailing through the air like a turbocharged Bruce Lee. But if you press jump when standing below a sign, our athletic friend will leap up, grab it and start kicking enemies in true swashbuckling style.

Bare fists and feet aren't all you have to defend yourself with, though. As you battle your way through the baddie-filled levels the occasional weapon will appear, but these must be grabbed quickly because they soon disappear. Baseball bats, chains and swords all add to your chances of getting out of this situation in one piece, and if I was you I'd take any and all the help I could find.

Graphically, *Shadow Warrior* is very much like *Dragon Ninja*. Gameplay is also very similar, watch out for the opposition on later levels because they come at you thick and fast (a friend's help is strongly advised here). As they say in the TV adverts, it's good . . . but not that good.

COBRA COMMAND

Data East

Why is it that most of the time trouble seems to be started by Middle East countries? *Cobra Command* informs the brave volunteer (you put your money in the slot didn't you?) that an evil Middle East country called Veraq has developed a hush-hush super-weapon. To stop them using it you climb in your hush-hush super-weapon, a chopper armed with unlimited bullets and missiles. Guarding the Veraqian super-weapon are anti-aircraft guns, helicopters and jets. And at the end of each level there's a super-baddie. There's quite a way to go to reach the super-weapon and if you succeed the US Government would like to speak to you about somewhere called Libya.

Cobra Command has some bold, well-drawn graphics but the gameplay is sadly lacking and I quickly grew bored. In short, worth a few ten pees to try, but don't expect to be drawn back too often.

AT £9.95* WE'RE REALLY TALKING!

FREE MODEM with annual subscription

Turn your computer into a communications terminal that will download free software, access up-to-the minute computing information, play exciting multi-user games and talk to other people for only £9.95. Just join Micronet* before March 31st 1989 and you'll discover a whole new world for less than half the normal price.

FREE SOFTWARE Browse through an extensive software library of free programs for all popular machines, including PC compatibles, the ST and Amiga.

COMMUNICATIONS Use your computer to communicate with thousands of other users. With electronic mail, chatlines and teleconferencing, Micronet lets you do the talking.

INFORMATION Stay informed with Micronet's daily computer news, reviews and features, and then access the huge Prestel database.

ENTERTAINMENT Play a range of games, including the popular multi-user game, Shades, where the action is live and so are your opponents!

LOW COST

Now, not only is your first quarter's membership to Micronet less than half price, but using Micronet starts at just 50p an hour, including telephone charges! And if you need a modem, we'll even give you one free when you take out a year's subscription.

Just phone our Sales Desk on 01-837 7872 or clip the coupon today for more information and a free brochure.

Join Micronet, and get talking!

FREE DEMONSTRATION

If you have access to a modem (1200/75 baud) and viewdata communications software you can see a free demonstration of Micronet. Just Dial 021-458 1111 and use the ID 111111111 and password MMM.

You can look up a local telephone number once on-line.

Return to: Micronet, Telemap Group Ltd,
Durrant House, 8 Herbal Hill, London EC1R 5EJ.

Name: _____

Address: _____

_____

Tel. No.: _____ Age: __

Machine Type: _____

CRASH/SH/3 89

MICRONET

* Price includes 1st quarter residential subscription by direct debit only (normally £30) and does not include hardware or software. Minimum subscription period 1 year. Offer available only in the UK to new members. Free modem offer available to first time UK subscribers while stocks last.

PREMIER MAIL ORDER

(FORMERLY TRYBRIDGE SOFTWARE)

Please send cheque/PO/Access/Visa No. and expiry date to: PREMIER MAIL ORDER, 8 BUCKWINS SQUARE, BURNT MILLS, BASILDON, ESSEX, SS13 1BJ.
Please state make and model of computer when ordering. P & P inc. UK on orders over £5.00. UK orders under £5.00 add 50p per item. Europe add £1.00 per item. Elsewhere add £2.00 per item. THESE OFFERS ARE MAIL ORDER ONLY.
Tel. Orders: 0268 590766

TITLE	SPECTRUM CASS	SPECTRUM DISC
ACE	2.95	
ACE OF ACES	2.95	
ACTION SERVICES	5.95	
ADV ART STUDIO	14.95	
AFTERBURNER	7.45	10.45
AIRBORNE RANGER 128	9.95	
ALIEN SYNDROME	6.45	
ARCADE FORCE FOUR	7.95	
ARCHON COLLECTION	6.95	10.45
ARC OF YESOD	2.00	
ARKANOID	3.50	
ARKANOID 2 REVENGE	5.50	9.95
ARMY MOVES	3.95	
ARTURA	5.95	8.95
ATHENA	3.95	
BALLBREAKER	2.00	
BARBARIAN PSYGNOSIS	6.95	
BARBARIAN 2 PALACE	8.95	
BARDS TALE 1	6.95	
BATMAN CAPED CRUS.	8.25	9.95
BEST OF ELITE VOL 1	3.95	
BEYOND ICE PALACE	5.95	9.95
BIONIC COMMANDO	6.95	
BLACK LAMP	3.95	
BLACK TIGER	6.95	
BLOOD VALLEY	2.95	
BOMBUZAL	6.45	
BOUNCES	2.00	
BUBBLE BOBBLE	5.45	8.95
BUGGY BOY	5.50	
BUTCHER HILL	6.45	10.95
CALIFORNIA GAMES	8.95	10.95
CAPTAIN BLOOD	9.95	
CARRIER COMMAND	9.95	13.95
CIRCUS	8.95	10.45
COMBAT SCHOOL	5.45	9.95
COMET GAME	1.00	
COMMAND PERFORMANCE	8.95	12.95
CRAZY CARS 2	6.95	
CROSSWIZE	4.95	
CYBERNOID 1 OR 2	6.45	
DALEY THOMPSON 88	6.50	
DARK FUSION	5.95	8.95
DARK SIDE	8.95	9.95
DOOMDARKS REVENGE	2.00	
DOUBLE DRAGON	6.95	9.95
DRAGON NINJA	6.95	9.95
DRUID	2.00	
DYNAMIC DUO	6.45	
EARTHLIGHT	3.95	
ECHELON	6.95	
ELIMINATOR	6.95	
ELITE 6 PACK 1,2 OR 3	6.95	
E. HUGHES FOOTBALL	6.95	8.95
EMPIRE STRIKES BACK	6.95	
ENIGMA FORCE	2.00	
ESPIONAGE	5.95	9.95
EXPLODING FIST +	5.00	
4 × 4 OFF ROAD RACING	6.95	
FAIRLIGHT 2	2.00	
FAIR MEANS OR FOUL	5.45	6.95
FERNANDEZ MUST DIE	6.95	9.95
FINAL MATRIX	2.00	
FIRETRAP	2.95	
FISH		9.95
FIST & THROTTLES	8.45	9.95
FIVE COMPUTER HITS	3.95	
FIVESTAR 2	6.95	
FLIGHT ACE	9.95	12.95
FLINTSTONES	6.25	
FLYING SHARK	5.50	
FOX FIGHTS BACK	6.00	8.95
FOOTBALL DIRECTOR	6.45	
F15 STRIKE EAGLE	6.95	
F16 COMBAT PILOT	9.95	12.95
FOOTBALL MANAGER	2.95	4.95
FOOTBALL MANAGER 2	6.95	9.95
FREDDY HARVEST	2.95	
FROSTBYTE	2.00	
FUTURE KNIGHT	2.00	
GAME OVER	3.50	
GAME OVER 2	6.95	8.95
GAME SET & MATCH	8.95	11.95
GAME SET & MATCH 2	8.95	11.95
GARFIELD	6.00	
GAUNTLET	2.95	
GIANTS	10.45	13.95
G. I. HERO	4.95	
G LINEKER HOTSHOT	6.95	10.95
GOLD SILVER BRONZE	10.45	12.95
GUERILLA WARS	5.95	9.95
GUILD OF THIEVES DISC		9.95
GUNRUNNER	2.00	
GUNSHIP	8.95	9.95
GYRON	1.00	
HARDGUY	2.00	
HEADCOACH	2.95	
HEARTLAND	2.00	
HELLFIRE ATTACK	6.95	10.45
HERD	1.00	
HEROES OF LANCE	7.45	10.95
HIGH FRONTIER	2.00	
HIVE	2.00	
HOTSHOT	6.00	8.95
HYPABALL	1.50	
ICUPS	1.50	
IKARI WARRIORS	5.95	
IMPACT	6.95	
IMP MISSION 2	6.95	
INGRIDS BACK	9.95	12.95
INTENSITY	5.00	
INT KARATE	2.95	4.95
IRON LORD	6.95	13.95
JEWELS OF DARKNESS	9.95	
KARATE ACE	10.45	12.95

TITLE	SPECTRUM CASS	SPECTRUM DISC
KINETIK	1.50	
KNIGHTORC	9.95	
KONAMI COLL	6.95	12.95
KRAKOUT	2.95	
LANCELOT	9.95	11.95
LASER SQUAD	6.95	
LAST NINJA 2	8.95	
L'BOARD PAR 3	10.95	13.95
LED STORM	6.95	9.95
LIVE AMMO	6.95	10.95
LIVE & LET DIE	6.95	9.95
LIVING DAYLIGHTS	2.95	
MACBALLS	5.50	
MAGNIFICENT 7	6.95	12.95
MARAUDER	6.95	10.95
MASK 2	2.95	
MATCHDAY 2	4.95	
MEGA APOCALYPSE	6.95	10.45
METAPLEX	2.95	
METROCROSS	2.95	
MIAMI VICE	2.95	
MICKEY MOUSE	6.95	9.95
MINDFIGHTER	9.95	
MINI PUTT	6.95	10.45
MOTOR MASSACRE	6.95	8.95
MUNCHER (T WRECKS)	5.95	10.45
1943	6.95	9.95
19 BOOTCAMP	6.95	
NEMESIS THE WARLOCK	2.00	
NETHERWORLD	5.95	9.95
NIGEL MANSELL GP	6.95	
NIGHTRAIDER	7.45	
NODES OF YESOD	2.00	
NORTH STAR	2.95	
OPERATION WOLF	5.75	9.95
OUTRUN	8.95	
OVERLANDER	5.50	9.95
OVERLORD	7.00	
PACLAND	6.25	
PACMANIA	5.95	
PAWN	9.95	10.95
PEPSI MAD MIX	5.95	9.95
PETER BEARDSLEY	6.25	
PHM PEGASUS	6.95	10.95
PITFALL 2	1.50	
PLATOON	6.95	
PREDATOR	7.45	
PRO SOCCER SIM	5.95	8.95
PUFFYS SAGA	6.95	10.45
QUESTION OF SPORT	6.95	13.95
RAMBO 3	5.95	9.95
RED OCTOBER	9.95	
RETURN OF JEDI	6.95	9.95
REX	8.95	10.45
ROAD BLASTERS	8.95	10.95
ROBOCOP	8.45	9.95
ROLLING THUNDER	6.95	
ROMPER ROOM	2.00	
ROY OF ROVERS	6.95	9.95
R TYPE	6.95	10.45
SALAMANDER	5.50	
SAMURAI WARRIOR	4.95	
SANXION	8.25	
SAVAGE	5.50	
SDI (ACTIVISION)	7.45	
SHAOLINS ROAD	2.95	
SHOOT OUT	6.95	10.45
SIDEWIZE	2.95	
SILENT SERVICE	6.95	
SILICON DREAMS	9.95	
SKATEBALL	6.95	10.45
SKATECRAZY	5.95	10.95
SKATE OR DIE	6.95	10.45
SOLDIER OF FORTUNE	5.00	9.95
SOLDIER OF LIGHT	5.95	
SOLID GOLD	7.45	10.95
SPACE ACE	10.45	12.95
SPINDIZZY	2.00	
SPITTING IMAGE	6.95	9.95
SPY V SPY ARCTIC	2.95	
SPY V SPY TRILOGY	8.95	
STALINGRAD	7.45	9.95
STAR RAIDERS 2	2.00	
STAR WARS	6.95	
STEALTH FIGHTER	6.95	9.95
STREETFIGHTER	6.95	
STREET SOCCER	6.95	
STRIKE FORCE HARRIER	2.95	
STRIP POKER 2	6.95	
SUMMER OLYMPIAD	5.95	
SUPER HANG ON	7.45	
SUPERMAN	6.25	8.95
SUPERSOCCER	2.95	
SUPERSPORTS	5.95	8.95
SUPERSPRINT	2.95	
SUPREME CHALLENGE	8.95	11.95
10 MEGA GAMES	9.95	10.95
20 CHARTBUSTERS	5.95	
TAITO COIN OPS	8.95	11.95
TARGET RENEGADE	4.95	
TECHNO COP	5.95	10.95
TERRORPODS	8.95	
THE GAMES SUMMER	8.95	10.95
THE GAMES WINTER	8.95	10.95
THE IN CROWD	8.95	
THUNDERBLADE	6.95	9.95
THUNDERCATS	5.95	
TIGER ROAD	6.95	8.95
TIME & MAGICK	9.95	9.95
TIME STOOD STILL	5.50	9.95
TOTAL ECLIPSE	6.95	9.95
TOUR DE FORCE	2.95	
TRACK SUIT MANAGER	6.95	
TRAIN ESCAPE	8.95	10.45
TRANTOR	8.95	
TRIO PACK	3.50	
TRIV PURSUIT	9.95	
TRIV PUR NEW BEG	9.95	
TYGER TYGER	5.00	
TYPHOON	5.50	

TITLE	SPECTRUM CASS	SPECTRUM DISC
ULTIMATE COLLECTION	9.95	
UNTOUCHABLES	5.95	9.95
VECTRON 3D	2.00	
VICTORY ROAD	5.00	9.95
VINDICATOR	5.00	
VIRUS	5.50	
VIXEN	8.50	10.45
WE ARE THE CHAMPIONS	8.95	12.95
WEC LE MANS	5.95	9.95
WHIRLIGIG	4.95	8.95
ZENJI	1.50	

TRAVEL THE AGES

AND WIN, WIN, WIN A SATELLITE DISH AND TUNER!!

RENEGADE 3 THE FINAL CHAPTER

follows in the beat-'em-up footsteps of its mega-selling predecessors, but adds a time-travelling scenario and several tons of humour from a different programming team. The full story is in Previews, but needless to say with such a potentially blockbusting game due out Ocean were eager to run a knockout (sorry) competition.

The first I knew of this comp was when a large Sly Stallone lookalike in combat rags burst into my broom cupboard one night. Being a brave sort of chap I instantly dived under the bedcovers.

I peered out after about five minutes but he was still standing there, fingering the trigger of his submachine gun with what is known in the shouting-and-killing-trade as a sneer on his face. Wordlessly he reached into a pocket and pulled out a piece of paper, this he handed to me and walked out. Of course, the CRASH lads didn't believe me when I told them the next morning, but I've still got the dents on my door where he kicked it in.

When I finally read the piece of paper I discovered that Ocean were responsible for the walking mountain, promoting *Renegade 3 - The Final Chapter*. Being a kind, generous (and chicken-hearted) fellow I followed the instructions on the letter to the paper (or something like that), and am now proud to present the *Renegade 3 - The Final Chapter* competition (*** cue trumpet fanfare***).

The amazing first prize is a satellite dish and tuner – so you can find out what all the hype is about, and hopefully see *RoboCop* on Astra's Sky network before they make it subscriber-only. Second prize, for the next ten names out of the by now rather moth-eaten old hat, will be copies of *Renegade 3 - The Final Chapter*, *Operation Wolf*, and *Rambo III* (all programmed by Andrew Deakin and Ivor Horn).

How to win a prize: simply spot the FIVE differences between the two pictures below. Cut out the Picture B and send it, with your name and address, to . . . **I WANT A HI-TECH WOK COMP, CRASH, PO Box 10, LUDLOW, Shropshire SY8 1DB**. And send those entries in before April 3 or Mr Death Wish himself may pay you a visit.

CRASH COMPETITION

PICTURE A

PICTURE B

DARK FUSION

● **Exolon? R-Type? Zynaps? *Nah, it's not any of them!***

Producer **Gremlin Graphics**
Plasma power **£7.99 cass**
£12.99 disk
Authors **Jobbee, Berni and Benn**

If you think GCSEs are a pain, spare a thought for the poor soldiers who have to pass the stringent three-phase test of the Corps of Guardian Readers . . . er, I mean Warriors. This test is one of the hardest in the known universe, and Gremlin want you to *pay* for privilege of suffering it.

To start with, you bravely venture on foot into the horizontally-scrolling Combat Zone. As in *R-Type* your gun has a power meter – hold fire down to produce a giant plasma bolt. When aliens are destroyed they drop globes which can be collected for a points, add-on weapons or extra jump power.

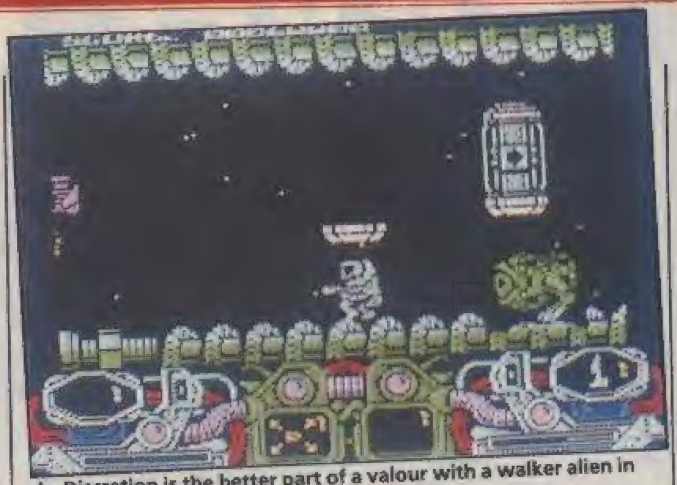
Situated in the Combat Zone are three flashing Fusion Pods. Enter one of the first two and the player is changed into a spaceship, transferred to the single-screen Alien Zone. Here, a huge alien (different for each level) attacks you and must be destroyed to return to the Combat Zone.

When both large aliens have been eliminated (the easy bit!), you may enter the third pod and the Flight Zone. This is a horizontally-scrolling landscape, infested with small aliens. The fusion pod at the zone's end takes you to the Combat Zone of the next ten levels.

Despite similarities to the brilliant *R-Type*, *Dark Fusion* incorporates a more varied mixture of game styles. All the levels are quite colourful and without much clash. The aliens are well drawn and animated, though not as impressive as those in *R-Type*. To deal with them there's a variety of powerful weapons to be collected, adding an interesting strategic element. Ingame sound effects are limited, but there's a good intro tune.

Dark Fusion is a fine shoot-'em-up, with varied gameplay to live up to its slick presentation. Its appeal is also likely to last, due to just the right level of difficulty – challenging, but not (quite) impossible.

PHIL 83%



▲ Discretion is the better part of a valour with a walker alien in pursuit

READY FUSION

- The best weapon is the dual rocket.
- In the Alien Zone, store up plasma power when you can't hit the alien.
- In the second level's Alien Zone stay at the left-hand side of the screen and you should easily avoid the fireballs.
- To kill large end-of-level monsters, walk to the left, turn round and fire a large plasma bolt. Repeat this sequence until the monster is destroyed.

▲ The Alien Zone with the Mega-Alien launching an indestructible worm

Presentation is slick, the graphics and animation are good, while sound is just adequate. Some of the sprites in the combat zones are really impressive, but require a lot of bashing – and that's the main problem, gameplay is just too difficult. As in *R-Type* knowing the attack waves of the aliens is vital, but here you have to know them to such precision the fun goes out of the game. Nevertheless, it's better than *Techno Cop*.

NICK 80%

MARK This is a very playable shoot-'em-up which takes elements from several sources to produce an interesting, well-presented game. Unfortunately, the variety of all the different levels is occasionally appreciated due to the ease with which games are cut too short (ie, you die very quickly! – Ed). I disagree with Phil on this game, the gameplay is frustratingly hard and practice doesn't help that much. For well 'ard gamesplayers only.

77%

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: generally colourful and all well-drawn
Sound: a decent 128K title tune, but only simple ingame blasting effects
Options: definable keys
General rating: a hard, but interesting blend of game-styles which should please gamesplayers who eat three Shredded Wheat

Presentation	83%
Graphics	79%
Sound	73%
Playability	82%
Addictive qualities	80%

OVERALL 80%

Producer Infogrames
Vital fluids£9.95 cass
£14.95 disk
Author Ere Informatique

CAPTAIN BLOOD

The world is under siege from aliens, they linger everywhere, constantly attacking humans from their bases in Spectrums, arcade machines and even PC Engines. But programmer Bob Morlock has decided to stop them. He's programmed Captain Blood, a hero based on himself, together with a starship.

But when Morlock runs this program he is transformed into Blood, and soon under attack from Space Invaders. A quick hyperspace seems in order, but the drive unit malfunctions, creating thirty Blood clones, all with a portion of his vital fluids! So before taking on the aliens, Blood must first find all his clones. When the game starts 25 have been found and absorbed.

When you take over Morlock's quest the first thing you notice is the excellent presentation, clearly inspired by the movie *Alien*. Operating this biomechanic display is done by using Blood's hand to click on icons. Options include looking at the planet's surface (to detect missiles), blowing the planet up, hyperdriving to another planet, saving the game or launching an Oorxx biomissile. In the latter case the player is given joystick control of the missile as it zooms across a wireframe landscape towards a canyon. This is the only arcade section in the game and is impressive.

At the end of the canyon, an animated picture of the alien appears together with a scrolling strip of icons. When the alien talks icons appear which, by pointing at them, are translated into words. You can reply by selecting icons at the base of the screen. There is always an alien on the first planet, but with tens of thousands of planets and only a handful of aliens, it's vital you convince the first alien to give you the coordinates of other aliens. The basic idea is that you warp around the galaxy, talking aliens into giving you the locations of the clones. Some aliens will ask you to do favours for them, like destroying other planets, or taking them somewhere. And with a 45-hour time limit there's lots to do.

While arcade fans will enjoy the planet-landing sequence, the icon communication system is likely to be frustrating. Presentation is marvellous and given more time to get into the game I feel I could become really hooked. If you've the time and patience, this is an unique and demanding game which deserves serious consideration.

PHIL 74%

● *The cloning game*

▲ *Alien*-like alien talking about reproduction and the planet Migrax

▲ Down in the canyons at the controls of a Oorxx biomissile

NICK The first time I played this was on the Atari ST and to tell you the truth this version is not all that different. Some of the edge has been taken off the graphics, but the game's 'feel' has been perfectly translated and playability remains the same. The icon communication system is a bit strange though, with loads of icons, one even representing bananas! This is very off-putting at first but once you have learned the basic icons you can begin to speed the system up. *Captain Blood* will without doubt take some time to get into but if you can persevere it should be rewarding.

76%

BLOOD PRESSURE

- Try to discover the locations of other aliens by saying CODE INFORMATION HELP.
- Save the game position regularly to maintain your progress.
- If the planet has defence missiles, fly low or you'll be destroyed.

Captain Blood is one of those games you either love or hate. Personally I like it. If you play it in the dark you can really get into the unique atmosphere of the game. The version we played was the +3 disk game, and while apart from the music intro it was just one load, I don't know how it'll be crammed into 48K machines.

MARK 79%

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: well-drawn status panel and smooth wire-frame planet landscapes
Sound: fair 128K rendition of Jean-Michel Jarre's title tune, varied ingame effects
General rating: a complex and innovative game

Presentation	82%
Graphics	78%
Sound	70%
Playability	74%
Addictive qualities	73%

OVERALL 76%

SPITTING IMAGE

● Latex leaders fight it out

Producer **Domark**
Buckets of spit **£9.95 cass**
£14.95 disk
Author **Walking Circles**

If you're a regular watcher of *Spitting Image* you shouldn't be surprised by the game, which has got some great presentation but – like the show's jokes – is a little rough around the edges and lacking in originality. The basic idea is that in seven year's time WWIII will happen and all the leaders are battling it out to be top dog. The six contenders are Ronnie Reagan (I'm right because Nancy says so), the Pope (I'm right because God tells me so), the Ayatollah Khomeini (and me), PW Botha (we're right because we're white), Mrs Thatcher (we're right because we're right-wing) and, of course, Gorbachev (I know we're wrong, I know).

Portraits of these world leaders are arranged around a picture of the world (complete with burning fuse). You start the game by picking which leaders are going to fight it out next and the second leader you pick is the one you control. The scene then switches to a background appropriate to one leader and combat begins. Now we all know world leaders never engage in physical violence – they have armies and Oli North for that – but here they do, each with his or her own special move. Mrs T, for example, blows cigar smoke in her opponent's face, while Reagan head butts. You can also call in a friend who will run on to lob missiles at an opponent, Mrs Thatcher uses Denis while the Pope has his cardinals. On 128K machines it's all one load, on 48K machines leaders must be loaded individually.

Once a leader has been beaten five times he's out of contention for 'leader of a thermonuclear pile of dust'. If your leader survives you can then pick another two leaders to tango together. When all of them have been beaten the lights go out and you take on a mystery guest.

The identity of this mystery guest isn't all that hard to discover, I've finished the game quite a few times and wasn't too impressed by its difficulty. What did impress me was the quality of the graphics which amusingly recreate the puppet caricatures used in the TV show. Sound isn't too bad either. The humorous effect soon wears off, however, when you've got to struggle with a sluggish control response. In two-player mode it's obviously more fun, but hardly enough to justify purchase if you've got any other kind of two-player beat-'em-up game.

MARK 68%

PHIL **The six world leaders are excellently drawn, with presentation to match. Sadly, the gameplay is far too easy to master. Once the best tactics are discovered, completion becomes a mere formality by repeated use of one move. Even ignoring this problem, I'm disappointed that more imagination wasn't used for such an intriguing licence. *Spitting Image* is just a mediocre beat-'em-up which looks far better than it plays.**

55%

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: beautiful title screen and some easily recognisable ingame characters
Sound: great title tune but only simple bashing, ingame effects
Options: definable keys. Choose which leader you play
General rating: disappointing after the hilarious TV series

▼ **The caricature graphics are great, gameplay isn't**

BURNING RUBBER

- Stand on the left-hand edge of the screen and keep using the special weapon.
- At the same time, keep calling up your sidekick.
- To defeat the last leader, just keep jiggling the joystick and pressing fire – you *should* win.

Spitting Image is one of those games that will obviously sell because of its name, which is fortunate for Domark, since there's little other reason to buy it. As you can see from the tips gameplay is repetitive and flawed. The best part of the game is undoubtedly the graphics – like so many other licensed games.

NICK 68%

Presentation	78%
Graphics	75%
Sound	77%
Playability	62%
Addictive qualities	57%
OVERALL 64%	

Producer **Melbourne House**
Glossy packaging costs **£9.99 cass**
Author **Paul Murray**

The Federation Star Fleet has been reduced to debris and once again the Earth lies at the mercy of an enormously powerful alien spaceship. 'But why?' you may well wonder, what have we done that makes everyone hate us. Well, I'll tell you, it's because we're stupid. Just look at this game. Originally a mediocre, rather sluggish 16-bit arcade adventure, remarkable only for its graphics, now it's been converted to the Spectrum to become even more mediocre.

The hero who can save Earth (but really shouldn't), is Drak. He's the last of some superwarriors called Obliterators. You take control after he's been beamed aboard the alien ship with only a pistol to defend himself. There are five tasks to complete: disable four key parts of the ship, then nick something to activate the escape shuttle before the ship explodes.

Producer **US Gold**
Depth charge **£8.99 cass**
£12.99 disk
Author **Emerald Software**

Apparently *The Deep* is a conversion from a coin-op, in which case a) an old one, or b) one that bombed (or possibly both). In it you're the skipper of a ship under attack from squid, jellyfish and octopi, not to mention enemy submarines launching mines and homing torpedoes.

For defensive reasons only, of course, you have eight depth charges automatically, slowly replaced after use. Blast enough enemies and a flag will float to the surface, collect it and a helicopter rushes to the scene. There are five types of flag providing diving bells, homing missiles, speed-up, smart bombs and energy bombs.

Once enough enemies have been destroyed a small icon flashes at the bottom of the ocean and pressing ENTER turns your ship into a diving bell. You must then 'dive, dive, dive', collect the icon and return to the surface to go on to the next level. There are three levels of mine-dropping fun (mind-dropping?) before the bonus stages. In the first bonus stage a large ship is heading towards you at full

OBLITERATOR

● *Obliterating without a blitter*

Drak can be moved left and right in the conventional manner or, by moving the highlighted cursor along icons at the foot of the screen, do more complex things like jumping, rolling over, etc. Pressing SPACE shows weapons collected, components half-inched, shield level and score.

Needless to say the spaceship is packed with aliens and automated defence systems. Success depends on selecting the right combination of icons so you might, for example, run, jump, roll over and shoot. On the 16-bit machines the slowness of things allowed you to admire the graphics, here they only serve to irritate. The graphics aren't bad, but neither are they good enough to make up for frustrating gameplay. The icon-control system, for example, allows a wide-range of moves but in tight situations is too awkward. This doesn't spoil play altogether, but if you have little patience, I'd advise you to give *Obliterator* a miss.

PHIL 60%

▲ Drak in a quick draw contest with alien fiend

MARK Despite what Phil says I think this is a pretty good game. I really enjoyed using the icons to put together some complex moves. Drak is nicely animated, the backdrops are good and enemies colourful. The 128K tune is acceptable and while I didn't find it as playable as *Barbarian*, *Obliterator* is worth a look.

80%

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: Drak's many movements are well animated
Sound: atmospheric 128K ingame tune
General rating: it's all down to personal taste, but patient players will enjoy it more than others.

Presentation	74%
Graphics	78%
Sound	80%
Playability	68%
Addictive qualities	65%

OVERALL 70%

THE DEEP

● *Relax on a leisurely cruise (missile)*

▲ Those famous arcade makers Woodplace Inc give the Speccy a history lesson

PHIL This is one of the most primitive-looking full-price games I've seen for ages. Sprites are simply animated, while colour is used in large blocks causing much attribute clash. Worst of all, collision detection is very dodgy – it seems to be character block instead of pixel. Sound is pathetic as well. The one professional technical aspect is the smooth horizontal scrolling of the well-drawn background. Even so, this is a strangely compulsive game, proving simple ideas are often best. Better presentation, faster action and a lower price tag could've made a flawed game good.

52%

steam, your must destroy it with energy bombs. Succeed and you are then placed in a *Missile Command*-type situation where you use a cursor to aim a laser. You must protect passing ships by hitting the enemy laser beams with your own laser. This done it's back to depth-charging.

Clearly rather lacking in depth (sorry), this game suffers even more from appalling graphics: small blobby sprites wobbling unconvincingly across the screen. Actual playability isn't bad, but the price of passage is unacceptable.

MARK 35%

THE ESSENTIALS

Joysticks: Kempston, Sinclair
Graphics: primitive sprites, but decent scrolling
Sound: beepy title tune, simple effects
General rating: it plays better than it looks, but it's still overpriced

Presentation	40%
Graphics	36%
Sound	32%
Playability	46%
Addictive qualities	49%

OVERALL 44%

520ST-FM SUPER PACK

1Mb DISK DRIVE
£450 OF SOFTWARE

ARCADE GAMES

Arkanoid II	Imagine	£19.95
Beyond The Ice Palace	Elite	£19.95
Black Lamp	Firebird	£19.95
Buggy Boy	Elite	£19.95
Chopper X	Mastertronic	£9.99
Ikari Warriors	Elite	£14.95
Marble Madness	Electronic Arts	£24.95
Quadralien	Logotron	£19.95
Ranarama	Hewson Consultants	£19.95
Return To Genesis	Firebird	£19.95
Roadwars	Melbourne House	£19.95
Starquake	Mandarin	£19.95
Test Drive	Electronic Arts	£24.95
Thrust	Firebird	£9.95
Thundercats	Elite	£19.95
Wizball	Ocean	£19.95
Xenon	Melbourne House	£19.95
Zynaps	Hewson Consultants	£19.99

SPORTS SIMULATIONS

Eddie Edwards Super Ski	Elite	£19.95
Seconds Out	Tynesoft	£19.95
Summer Olympiad '88	Tynesoft	£19.95

PRODUCTIVITY SOFTWARE

Organiser	Triangle Publishing	£49.95

JOYSTICK

Atari CX40 Joystick	Atari Corp	£4.99

FREE ATARI BUNDLE VALUE: £458.97

The Atari Super Pack is ideal for you if you want to get off to a flying start with the best in entertainment software. The Pack includes a 520ST-FM with 1Mb RAM, a built-in 1Mb disk drive, over £450 of top games and a joystick. If you buy the Super Pack at Silica Shop, we will add our own ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for details.

£399
INCLUDING VAT

With SM124 mono monitor: £498 INC VAT With SC1224 colour monitor: £698 INC VAT

ATARI ST

ST COMPUTERS

The range of Atari ST computers offers something for everyone. From the games enthusiast who wants the challenge of the very best in arcade action, to the businessman who wants to make financial forecasts or faultless presentations. The ST offers high quality graphics, sound and speed for the gamer, whilst providing a fast, user friendly and affordable solution to business. The ST is now firmly established in the home environment and boasts a wealth of users in education, local government, television, and a variety of different businesses. Software for the range stretches to cover applications as diverse as ENTERTAINMENT, ACCOUNTS, ART, COMMUNICATIONS, COMPUTER AIDED DESIGN, DATABASES, DESKTOP PUBLISHING, EDUCATION, MUSIC, PROGRAMMING, SPREADSHEETS, WORD PROCESSING and more. For a full list of the software available, as well as details of the ST range, complete and return the coupon below.

All prices correct at the time of going to press. E&OE

520ST-FM EXPLORER PACK
WITH BUILT-IN 1Mb DISK DRIVE

The value for money offered by the Atari ST range is reflected in the Explorer Pack featuring the 520ST-FM computer with 512K RAM. The 520ST-FM computer now comes with a built-in 1 Mb double sided disk drive as well as a free mouse controller and a built-in TV modulator. The new 520ST-FM Explorer Pack includes the 520ST-FM computer, the arcade game Ranarama, a tutorial program and some useful desktop accessories. In addition, if you buy the Explorer Pack from Silica, we will give you the Silica ST Starter Kit worth over £200, FREE OF CHARGE. Return the coupon for details of our Starter Kit and of the full ST range.

£260

ONLY £2.51 PER WEEK WITH NO DEPOSIT

+VAT= £299

+ SM124 mono monitor: £398 INC VAT + SC1224 colour monitor: £598 INC VAT

1040ST-FM PROFESSIONAL PACK

NOW WITH TV MODULATOR

For the serious home user and the small business, we are pleased to announce a new package based around the 1040ST-FM. The 1040ST-FM has 1Mbyte RAM and a 1Mbyte built-in disk drive. In addition, the 1040ST-FM now comes with a TV modulator built-in. (The previously available 1040ST-F was designed for use with a monitor only and did not come with a modulator.) This modulator allows the 1040ST-F to be plugged directly into any domestic TV set, and comes complete with a lead to allow you to do so. The new 'Professional Pack' from Silica includes the new 1040ST-FM with modulator plus four high quality software packages including a spreadsheet, database, word processor and programming language. This 'Professional Pack' software will enable you to get straight down to business with your new computer. In addition to this software (worth £384.84), if you buy the Professional Pack from Silica Shop, you will also receive the Silica ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for further information.

£499
INCLUDING VAT

With SM124 mono monitor: £598 INC VAT
With SC1224 colour monitor: £798 INC VAT

ATARI 1040ST-FM	(Computer)	£499.99
VIP PROFESSIONAL	(Spreadsheet)	£149.95
MICROSOFT WRITE	(Word Processor)	£149.95
SUPERBASE PERSONAL	(Database)	£59.95
BASIC DISK & MANUAL	(Language)	£24.98

NORMAL RRP: £684.82
LESS DISCOUNT: -£385.82
PROFESSIONAL PACK PRICE: £499.00

WHY SILICA SHOP?

Before you decide when to buy your new Atari ST computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer and expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Atari ST related products in the UK, a full time Atari ST specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years with an annual turnover in excess of £8 million and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. But don't just take our word for it. Complete and return the coupon below for our latest literature and begin to experience the Silica Shop specialist Atari service.

SILICA STARTER KIT: Worth over £200, FREE with every Atari ST computer bought from Silica.
PROFESSIONAL PACK: Free business software with 1040ST-FM and MEGA ST's bought from Silica.
DEDICATED SERVICING: 7 full-time Atari trained staff with years of experience on Atari servicing.
THE FULL STOCK RANGE: All of your Atari requirements from one place.
AFTER SALES SUPPORT: The staff at Silica are dedicated to help you get the best from your ST.
FREE CATALOGUES: Mailed direct to your home as soon as we print them, featuring offers as well as all of the new releases.
FREE OVERNIGHT DELIVERY: On all hardware orders shipped within the UK mainland.
PRICE MATCH PROMISE: We will match competitors on a 'same product same price' basis.
FREE TECHNICAL HELPLINE: Full time team of Atari technical experts always at your service.

FREE SILICA STARTER KIT WORTH OVER £200

WITH EVERY ST - RETURN COUPON FOR DETAILS
ALL PRICES QUOTED INCLUDE FREE UK DELIVERY

2Mb & 4Mb MEGA ST

The MEGA ST computers are styled as an lightweight keyboard with a separate CPU, connected by a coiled telephone style cable. There are two versions of the MEGA ST, one with 2Mbytes of RAM and the other with 4Mbytes. Each version has a 1Mbyte double sided disk drive built-in to the CPU unit. The MEGA ST's do not come with modulator built-in and must therefore be used with a monitor. With every MEGA ST purchased, we will add the 'Professional Pack' software (worth £384.83) detailed above, plus the Silica ST Starter Kit (worth over £200) both Free Of Charge. Return the coupon for further details.

2Mb MEGA ST	4Mb MEGA ST
£899 INC VAT	£1198 INC VAT
+ mono monitor = £998	+ mono monitor = £1298
+ colour monitor = £1198	+ colour monitor = £1498

DTP PageStream £149 +VAT =£171.35

Desktop Publishing (DTP) is one of the fastest growing applications for personal computers. We are pleased to announce a powerful low cost package for the Atari ST called PageStream. PageStream costs only £149 (+VAT=£171.35) and, because it works with an Atari 1040ST and a Seikosha SP-180AI printer, you can be up and running with a complete system for less than £1000. Some of the features of PageStream are listed to the right. If you would like further information on this program, complete and return the coupon below, ticking the 'DTP' box in the corner.

- TEXT-FLOW AROUND GRAPHICS
- ROTATION OF TEXT & GRAPHICS
- SLANT OR TWIST ANY OBJECT
- POSTSCRIPT COMPATIBLE
- TAG FUNCTION
- AUTO/MANUAL KERNING & HYPHENATION
- GROUPING OF OBJECTS

DO YOU OWN AN ATARI ST?

If you already own an Atari ST computer and would like to be registered on our mailing list as an ST user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist ST service that is second to none.

SILICA SHOP:

SIDCUP (& Mail Order) **01-309 1111**
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
OPEN: MON-SAT 9am - 5.30pm LATE NIGHT: FRIDAY 9am - 7pm

LONDON **01-580 4000**
52 Tottenham Court Road, London, W1P 0BA
OPEN: MON-SAT 9.30am - 6.00pm LATE NIGHT: NONE

LONDON ..... **01-629 1234 ext 3914**
Selfridges (1st floor), Oxford Street, London, W1A 1AB
OPEN: MON-SAT 9am - 6.00pm LATE NIGHT: THURSDAY 9am - 8pm

To: Silica Shop Ltd, Dept ZAP64 0389, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

PLEASE SEND FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: ..... Initials: ..... Surname: .....

Address: .....

.....

.....

Postcode: .....

Do you already own a computer
If so, which one do you own? .....

DTP ☐

24 HOUR COMPUTER REPAIRS and COMPUTER SPARES

SINCLAIR

QUALITY APPROVED REPAIR CENTRE

AMSTRAD · SINCLAIR · SEAL OF QUALITY · AMSTRAD APPROVED REPAIR CENTRE

HOW TO GET YOUR 48K SPECTRUM REPAIRED FOR ONLY £19.95

NOW AVAILABLE – the official Spectrum Upgrade!

THE BEST SELLING KEYBOARD IN OUR OPINION

Turn your Spectrum into a Spectrum + for just £24.95

+ £1.50 p + p

ACCESS WELCOME

Here's some exciting news for Spectrum owners..
the official Spectrum Upgrade Kit. The upgrade has everything you need to turn your Spectrum into the stylish new Spectrum +. You don't even need an understanding of electronics just the ability to solder a few wires together! The leaflet in the kit gives clear step-by-step instructions. If you're not sure about doing it yourself, don't worry. Simply return your 48k Spectrum to us and for £24.95 + £1.75 p+p we'll upgrade it for you.

The official Spectrum Upgrade Naturally your upgraded computer will accept all the peripherals in your Sinclair system (Interface 1, Microdrives and so on – as well as all Spectrum software, just as important, new Spectrum software and peripherals will be designed with the Spectrum + in mind. So the Sinclair upgrade adds literally new capabilities ... and new potential for the future.

The bigger, better Spectrum keyboard

The Spectrum + measures 12½" × 6". It has a large, typewriter-style keyboard with hard, moulded keys. You'll find the new keyboard has a smooth, positive action – ideal for touch-typing, word processing, simulation programs, and extended programming sessions. Two retractable legs give a perfect typing position. There are 58 keys in all, including 12 new keys. Programmers will be pleased to see dedicated punctuation keys, a Space bar and separate shift keys for graphics and extended modes. And a reset button allows you to clear a program from your computer's memory without disconnecting the power supply.

HOW TO ORDER BY MAIL

1 If you require us to do the upgrade for you please send £31.90 – £1.75 p + p Total £33.65

2 Should you require the do-it-yourself kit just send £24.95 – £1.75 p + p Total £26.70.

3 If you require your Spectrum to be repaired and upgraded to a Spectrum Plus we have a special offer price of just £60.00 complete. Orders can be placed by using your Access/Visa card on the numbers below.

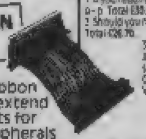
TEN ★ REPAIR SERVICE

- ★ While you wait repairs £22.50 48K Spectrum, £25.00 Spectrum + 2
- ★ All computers fully overhauled and fully tested before return.
- ★ Fully insured for the return journey.
- ★ Fixed low price of £19.95 including post, packing, parts, labour. Spectrum +2 repairs only £25.00 fully inclusive.
- ★ Discounts for schools and colleges.
- ★ Six top games worth £39.00 free with every Spectrum repair. Now includes FREE memory/keyboard test.
- ★ We also repair Commodore 64's, VIC 20, Commodore 16 +4, Spectrum +2 and +3.
- ★ The most up to date test equipment developed by us to locate faults within your computer.
- ★ Rubber keyboard repair (replacement membrane only). Just £10.00 including p+p
- ★ 3 month written guarantee on all repairs.

TRADE REPAIRS most welcome

ZX81 SPARES NOW IN STOCK

EXTENSION RIBBON



56 Way ribbon cable to extend your ports for your peripherals £10.95 plus £1.75 p&p

SPECTRUM REPLACEMENT POWER SUPPLY UNIT

Brand new design

Power supply for your Spectrum doesn't even need a plug, only £10.95 + 1.75 p+p.

BEST SERVICE – BEST PRICES!

JOYSTICK & INTERFACE PACK

The Cheetah 125+ Rapid Fire Joystick and Ram Dual Port Turbo Interface. Recommended retail price £20.90

Special offer price **£18.95**

Items can be purchased separately. Ram Dual Port Turbo interface **£12.95** + £1.75 p&p

125+ Joystick **£7.95** £1.75 p&p

KEYBOARD MEMBRANES

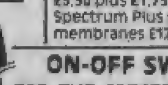
Spectrum keyboard membranes £5.50 plus £1.75 p&p

Spectrum Plus spare keyboard membranes £12.90 plus £1.75 p&p

ARE YOU ANOTHER CUSTOMER - fed up waiting weeks for your estimate?

Need your computer repaired fast? Then send it now to the **Number One Repair Company in the U.K.**, or call in and see us at our fully equipped 2,500 square foot workshop, with all the **latest test equipment available**. You are more than welcome. We will repair your computer while you wait and help you with any of your technical problems. Commodore computers repaired for only **£35.00**. Please note we gove you a 100% **low fixed price of £19.95** which includes return post and packing, VAT not a between price like some other Repair Companies offer. We don't ask you to send a cheque in for the maximum amount and shock you with repair bills £30 upwards. Don't forget we are Amstrad aproved for quality and speed don't risk your computer to any other unauthorised repair centre. We dont just repair the fault and send your computer back, we give your computer a ·

COMMODORE 64/VIC POWER SUPPLY UNIT



Developed by us – is ⅓ size of conventional power supplies Just £29.00 + 1.75 p+p

ON-OFF SWITCHES FOR THE SPECTRUM AND SPECTRUM +

ORDER No 1067 SPECTRUM 1067A SPECTRUM+ **£4.95** + 1.75 p + p

FREE

OVERHAUL WITH EVERY REPAIR WE DO:-

We correct **colour, sound, keyboard, check the loading and saving chip**, even put new feet on the base if required. Check for full memory, check all sockets including ear/mike and **replace where needed**. All for an **inclusive price of £19.95 which includes VAT, parts & labour, return post, packing & insurance. No hidden extras whatsoever.**

(Should a computer be classed as unrepairable due to tampering we may be able to offer a replacement circuit board at additional charge.)

NEW SPECTRUM + 3 CASSETTE LEADS

LOAD YOUR CASSETTE SOFTWARE INTO YOUR +3 USING THESE LEADS. ONLY **£4.50** £1.75 p&p

USE ANY JOYSTICK WITH YOUR SPECTRUM + 2

SINCLAIR JOYSTICK ADAPTOR FOR CONNECTING SPECTRUM +2 COMPUTERS TO MOST JOYSTICKS

URGENT NOTICE Don't be misled by adverts showing 'between prices.' A recent complaint against a Manchester repair firm, Mancomp, was upheld by the Advertising Standards Authority on two counts, "It had stated BBC repairs between £14 and £45 then charged the customer £85." Their guarantee policy was misleading as it did not make clear that all repairs were not covered.

NEW

THE VIDEOVAULT COMPUTER COMPANION EDITION NOW HOT OFF THE Ppress

New bigger catalogue now available containing over 2,500 items including software for all computers, joysticks, spare parts, business software, books, plus many more. Just send 3×19p stamps for your free copy. Over 20 pages full of top quality products delivered to your door by return post.

FULLY REPAIRED AND TESTED ON MOST ADVANCED TEST EQUIPMENT IN EUROPE!

VideoVault Ltd.

Old Kingsmoor School, Railway Street, Hadfield, Hyde, Cheshire SK14 8AA

Tel. 04574 66555/67761/69499 Main Office, enquiries and orders only.

Manchester telephone 061-236 0376 While you wait centre only.

We regret the Manchester Branch cannot take mail order orders, please use main office number

POST + PACKING CHARGES UK ONLY

OVERSEAS POST + PACKING CHARGES PLEASE WRITE FOR QUOTE

OPEN 7 DAYS A WEEK MANCHESTER MON-SAT ONLY

ORDER NOW SPECIAL OFFER

6 GREAT FREE GAMES PLUS BONUS FREE TESTER ON EACH TAPE TO TEST YOUR KEYBOARD MEMORY TEST.

£39.00 YOURS FREE WITH EVERY SPECTRUM REPAIR

© COPYRIGHT VIDEOVAULT NO. 885050 FAX No. 04574 68946

BUDGET BREAD

1-99

New on Mastertronic's 'flippy flippy' label this month is ***Nonamed*** (59%), a tale of kings, wicked wizards and courageous knights. You have to battle your way (ninja style) through the Castle With No Name which has been filled full of terrible ogres. All the graphics in the game are excellent and would do any full-price game proud, it's just a pity the gameplay isn't so good – it takes ages to get used to the continual attack by various nasty creatures. After a bit of practice you can get some enjoyment from just walking around and admiring all the locations.

Another Mastertronic 'flippy flippy' game, with the Spectrum and Amstrad versions on the same tape, is ***Reveal*** (24%). The object of the game is to memorise an onscreen isometric pattern. Then, when the screen is plunged into darkness, you have to manoeuvre your object, lighting up the blocks again (sounds like fun, doesn't it?). Once they are all fully lit you can move on to the next screen and repeat the process. This soon gets extremely tedious, especially when aliens decide to darken the blocks on the opposite side of the screen again (fume!). I doubt whether anyone would find *Reveal* worth even £1.99.

If, on the other hand, you'd rather suffer with blocky sprites and plenty of colour clash than **Gamebusters** have got the very thing. ***Zone Trooper*** (36%) is another arcade adventure but this time you're the lucky crew member chosen to collect plasma pods scattered across a spaceship. This involves bouncing around the ship – and surrounding landscapes – while popping the odd alien and collecting anything in sight. Some particularly nice sequences are the airlocks and the ship's computer but it's hardly worth buying just for those. *Zone Trooper* could provide an hours exploring for the hardened arcade adventure player, but it won't last long.

If you liked the last two **Atlantis** titles – *Gunfighter* and *Centrus* – then the author's latest should proved welcomed. Called ***Tank Command*** (71%) it asks you to fight your way across an island in a tank, blasting away the enemy with a choice of either grenades or bombs. This may sound easy but you soon find out that if you don't bomb the enemies in the correct order you will end up in lots of little bits all over the screen. Simple sounding, but incredibly addictive. *Tank Command* is a pleasing mixture of arcade and strategy with simple, but effective graphics. Well done, Atlantis.

The new offering from **Silverbird** this month is a simplistic race game, ***International Speedway*** (24%). You have to test your streetwise racing skills in the world of league racing. All it involves is racing around track after track of simplistic graphics, the most exciting part is when you crash into another racer – not my idea of fun. If I had £1.99 knocking about this would be one of the last games I would buy, definitely not recommended.

2-99

Code Masters dominate the £2.99 slot this month with three games, the first of which is yet another of their famous cartoon adventures. This time it's called ***Bigfoot*** (41%) and stars a furry monster who goes by the name of Frotsy! The graphics in the game are just mindblowing, not because they are any good, but because you just can't tell what's going on. There are three

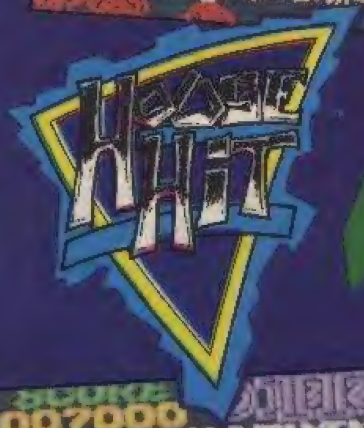
Eggs never get a rest do they? One minute they're being put out of a job by health ministers and the next they are starring in their very own game. This is the second eggy adventure from Code Masters with my mate Dizzy in it. Called *Treasure Island Dizzy* it is (surprise, surprise) set on an island full of hidden treasure.

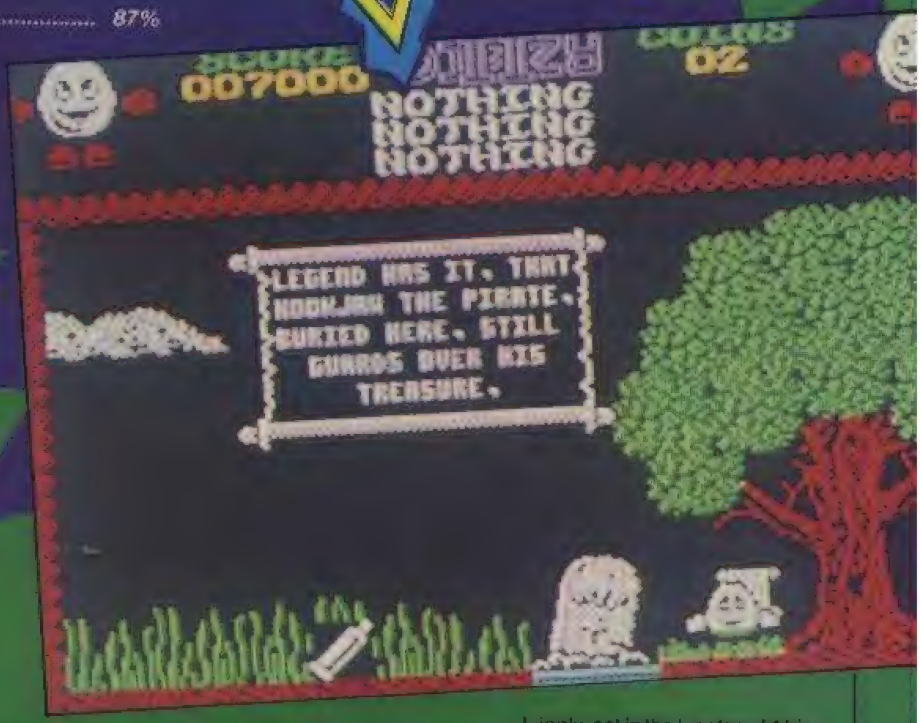
Dizzy booked himself on a round-the-world cruise but somehow ended up in a spot of bother with the captain, Long John Silver. All his fellow passengers turned out to be pirates and he was in a right pickle (you could say he was a pickled egg!). He ended up walking the plank but just managed to scramble onto a nearby island (groan).

The graphics on the island are all cartoon-style with an impressive amount of colour and great detail. The Dizzy sprite is the same as in the original game with all its jumps and cute little rolls. It's this cuteness coupled with the playability that makes it so addictive. The puzzles in the game are just at the right difficulty level but there is one aspect that I found annoying, you only get one life! Poor Dizzy can be going along nicely and if he just puts one foot wrong – he's omelette.

There are two ways to complete the game. One is to collect all the gold coins (some are really well hidden), and the other is to find some way off the island and back to the friendly Yolkfolk. Either way I guarantee you will get hours of fun out of this game, a must for everyone's software collection.

Code Masters £2.99 ..... 87%





colour options to try but they are all pretty bad and cause clash unless you have them totally monochrome. There just isn't enough in this game to keep me occupied for long and I don't recommend it unless you are a hardened Code Masters fan.

What, another Code Masters BMX game?! Yes, I'm afraid so. The programmer that brought you *4 Soccer Simulators* has now come up with ***BMX Freestyle*** (74%). It's a great improvement on the original BMX game that had an overhead view of a track and tiny bikes but *BMX Freestyle* is just too hard. All the graphics are excellent (what I've seen of them); well-defined bikes and backgrounds on most sections with the usual jolly Code Masters tunes and effects. The only problem is that it's almost impossible to get past the first section (wheelies). I did it once, only to foul up and squash my mates on the ramp section that comes after (splurt!). If you think you are skilled enough to do well and stay on your BMX, give this one a whirl.

Flushed with the success of winning the Embassy World Darts Championship Jocky Wilson has gone and got himself a darts game, ***Jocky Wilson's Darts Challenge*** (51%) courtesy of **Zeppelin Games**. It's one of those games where all you do is aim the wobbling dart somewhere near the place you want it to go and hope for the best. You would have thought a beer-drinking tournament would have been included but alas all you get is the screen where you throw the dart and an aerial view of some beer belly throwing a dart at the board. It's a fair simulation and I'm sure fans of the sport will rush out to buy it.

Another Zeppelin Games offering is ***Rally Simulator*** (27%), a dire car racing game that just has no appeal at all. The car skids and slides about the monochrome play area seemingly out of control and it can even run over the houses causing hardly any damage. There are no decent sound effects to speak of and to complete even the first level is an impossibility. *Rally Simulator* would simply be a waste of money if you bought it, stay away! (No way! This is a great game – well, not bad. Phil and I had great fun struggling to complete the first, incredibly hard level. Level Two is extremely hard – Stu.)

The final £2.99 priced game this month is from the **Hewson** budget label, **Rack-It**. Called ***Into Africa*** (61%) it is, unsurprisingly, set in the jungles of Africa. If your Spectrum days go back a few years you may remember the classic strategy/adventure *Lords Of Midnight*, well *Into Africa* is very similar in look and feel to that. The control method is the first thing that hits you, for some strange reason it has only three keys to select a whole host of options making it slightly difficult. The game itself should provide hours of play for adventure fans with forty controllable characters, eight radio operators and a massive landscape to explore.

the archon COLLECTION

Producer Electronic Arts
Witch's brew £8.95 cass
£14.95 disk
Author Lynsoft, from a design by Freefall Associates

The original *Archon* game, an enjoyable mix of strategy and arcade action, is now bundled with its sequel, never previously released on the Spectrum. *Adept* is the most complex by far. The game begins with each player (computer or human) armed with four adepts. These can be moved to practically anywhere on the board during a players' turn. Adepts can also create other creatures which can be moved around the board, but only in the sections in which they're created. There are four basic sections; fire, water, air and earth plus two void sections.

One way to win is for a player to occupy all six power squares. Four of these are constantly moving through the four elemental sections, while the remaining two are static in the void sections. Another way to win is destroy all the opposing player's Adepts – surviving created creatures disappear with the last Adept. To destroy an Adept, or any other creatures, a player must move one of his own creatures onto the target creature's square. The screen then switches to a Battleground display with the two joystick-controlled combatants alone, with just a few obstacles. Creatures have different attack patterns: Adepts fire missiles guided by the joystick; the Firebird emits a lethal force-field around itself; Wraiths are invisible except when they attack or play against the computer. Each side has different characters.

It is also possible to win by an Apocalypse battle. This pits two Adepts against each other, winner-take-all. The Apocalypse spell is accessed by clicking twice on an Adept given sufficient spell power. Other magic includes curing half of a wounded creature's injuries, weakening an enemy creature, imprisoning a creature, releasing a creature and banishing a creature.

Sadly, all these added complexities diminish rather than improve gameplay. The ability to win by Apocalypse, or by simply destroying all the opponent's Adepts, make some very fast games possible – eliminating the need for strategy. Playing to win by occupying power squares is not much better, since Adepts are so crucial their battles are far more important than others. Another drawback is control, which allows one player to use a Sinclair port but forces the other to use the keyboard (3, 4, A, Q and Caps Shift or B, N, L, P and Symbol Shift). By comparison graphics and sound are effective and even good – for a strategy game. The original game (even without a Sinclair option) is much better – it got 83% way back in Issue 18. The sequel is marked below on its own, so readers without the original should add some marks, both for the original game and overall value for money.

STUART 70%

● Underneath the Archons

MYSTICAL TIPS

- Quickly occupy a Void square with an Adept – no created creatures can be sent against them there so they're the perfect last ditch defence.
- Since Power Points move through all the elemental bands you should concentrate your attack on just one band.
- Ignore the Apocalypse Spell, about the only time you can use it is when you're winning and all it does is even the odds.
- The Siren is most effective in the elemental bands with most obstructions as these block missiles while it sings its deadly song.

▲ Arcade action scene from the long-awaited *Archon* sequel

▼ The forces of Light and Dark battle it out over magical power points

PHIL If it all seems a bit confusing at first, don't worry, persevere a bit with the slim instruction manual (and informative inlay card) and it all makes sense. In fact, my main fear about *Adept* is that it might be a bit too simple for much long-term interest. The original game is less complex but relies less on luck. And as with most strategy-based games, the two-player mode provides the most fun.

71%

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: the landscape is blocky, but the small sprites are well-animated
Sound: various simple 48K firing and moving effects
Options: four skill levels
General rating: games mixing strategy and arcade skills are few and far between, so two for the price of one can't be a bad deal

Presentation	66%
Graphics	66%
Sound	36%
Playability	72%
Addictive qualities	73%
OVERALL	**72%**

FANTASY ROLEPLAYING

HEROES OF THE LANCE

Caxton Press: US Gold/TSR/SSI
Magi: Alan Bridgeman, Matt Ellis, Craham Lilley, Teroman Irmak, Anthony Scott
Gold: £9.99 Cassette, £14.99 Disk

After having played – and finished – *Heroes Of The Lance* on both the ST and the Amiga, I looked forward to the release of the Spectrum versions with a little apprehension. On receiving the game I was pleased that the superb packaging, at least, was identical; a superbly-illustrated box and a well-written, 25-page rulebook. But one addition, a trouble-shooting guide, soon proved essential when the game crashed four times! With two tapes of data to juggle I began to feel my fears were about to be confirmed.

However, once the game actually loaded I was pleasantly surprised. The opening screens, with pictures of all the game's characters, were great and accompanied by some almost hypnotic music, perfectly set the scene for adventuring.

The game proper starts with a smallish, but well-detailed character standing in a dungeon. You control him with a joystick.

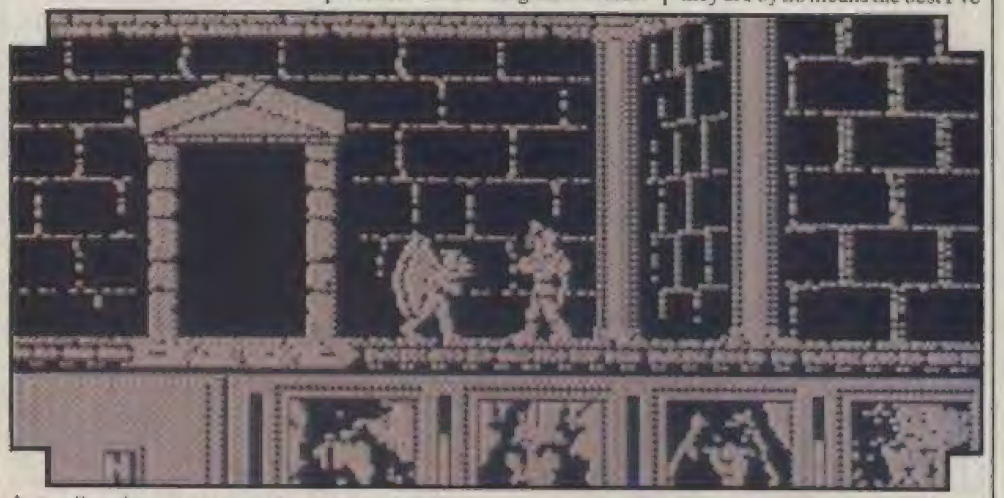
▲ Down in the dungeons with one character sadly deceased

and also the offscreen characters he represents – Tanis, Raistlin, Flint, Sturm, Tasslehoff, Caramon, Riverwind and Goldmoon.

Your mission is to guide these brave adventurers through this evil-looking dungeon and obtain a set of holy items called The Disks Of Mishakal. Only by their sticky little maulers. The Disks are actively and professionally guarded by such nasties as Spectral Minions, Draconians, Trolls and hatchling dragons – to name but a few.

Even if your brave band manage to get into the mysterious place where the Disks are kept, they will still have to get past Kisthanth – a giant Black Dragon, who sprays lethal acid at all and sundry. She can only be killed in a special way – which you have to discover on your travels.

Each of the adventurers you control are depicted at the bottom of your screen via grey portraits, each with a small vertical bar showing their health.



▲ Battling demons to stop the evil queen Takhisis

queen Takhisis creating the most evil empire in all eternity.

Of course, the Disks are not just lying there waiting for your group of heroes to grasp them in

Death isn't too much of a frightening thing though, not when you have got someone like Goldmoon in the party. She has a magical staff which, if used correctly, will bring back to life any deceased character. She can also perform eight other divine miracles, such as healing your party's wounds to protect you from your evil opponents.

Mind you, Raistlin is no slouch either as he has a magic staff. He can cast eight spells which can do anything from entangling an opponent in a spider's web to merely putting them to sleep. While lacking such powers the rest of your party are great at fighting and detecti

Combat plays a rt of the game and is de; sing the joystick. Spells, king up objects, are acco..., l by calling up menus and flipping through them with the joystick. One of the most useful options is save game.

While exploring the dungeon, entrances and exits are indicated by a flashing compass. Exploring them inevitably results in lots of combat and, if you survive long enough, discovering objects such as magical rings, superpower options and Gems which provoke unexpected responses from various monsters.

The graphics depicting the dungeon and the monsters are quite well put together – the programmers have utilised shading wherever possible – but they are by no means the best I've ever seen on the Spectrum. This said, after giving *Heroes* a thorough play, I found my original apprehension largely dispelled. Apart from a few loading problems, coupled with the reluctance of Goldmoon and Raistlin to cast certain spells in one or two life-or-death situations, the game has been converted in a very acceptable fashion and is well worth spending your hard-earned (speak for yourself – Nick) cash on.

Presentation 88%
A great-looking box and a rulebook which is both informative and well-presented
Graphics 74%
Attractive, monochromatic graphics but not much variety
Sound 50%
Nice intro, but not much ingame sound
Playability 88%
Once loaded it all plays very well indeed
OVERALL 83%
A great conversion of an interesting and enjoyable fantasy roleplayer

FRONTLINE

ANCIENT BATTLES

Producer: CCS
Author: RT Smith
Price: £14.95

Robert T Smith has become a strategy legend for WWII games like *Arnhem*, *Desert Rats* and *Vulcan* (we won't mention *Cyberknights*). However, for his latest game he's gone several centuries to recreate epic battles of the ancient world. Now you can step into the sandals of commanders like Julius Caesar, Alexander the Great, or even Attila the Hun.

Two tapes are present in the glossy, video-sized box. These contain separate Selection and Battle programs for 48K machines, a 128K program incorporating both of these, and four extra scenarios. A fifth scenario is automatically loaded with the game, while the extra large Chalons scenario only works on 128K machines.

If you don't fancy one of the given scenarios, the easy-to-use Selection program allows you to set up your own battles (how about Hittites versus Huns?!). Any pair of 24 nations can be pitted against each other. Some nations also have a number of armies (relating to different historical periods/campaigns) to choose from.

The size of the battle is also variable. The smallest allows each army 750 unit points with which to 'buy' individual units, while the 'unlimited' option allows for epic battles with a total of up to 136 units (254 on 128K machines).

Only units applicable to the chosen nation can be selected, eg an Indian army has access to elephants. Selection of individual units is also not entirely free – minimum and maximum numbers for each type of unit are set. Unit types include various sorts of infantry, cavalry, spearmen and chariots.

Each of the five given scenarios has its own map. But for user-defined battles, a Map Designer option allows user-defined maps.

Once the battle is set-up, units must be deployed near the relevant edges of the map. Also, if an army has more than one general, each unit must be allocated to the command of one of them. This is important, as during play each general can only issue a limited number of orders to his units.

▲ Selecting Attila The Hun's Huns

To save the time-consuming business of manual deployment, an auto deployment option may be chosen. But first, a battle plan must be chosen. Left, central and right sections of the army can either charge, advance or defend.

Control of each army may be by player, computer or shared between the two. This last option allows a player to control the commander-in-chief's units, while the computer controls those of subordinate generals.

Players take it in turn to give orders. A cursor is used to select a unit, which can then either be ordered to move towards a cursor-set destination. However, each individual movement order (apart from units immediately adjacent to a general) uses up limited order points for each general. So to move units en masse, a unit can be ordered to follow another. Apart from being realistic, the limited number of individual orders makes for fluent play. Realism is also heightened by the delay of half or one whole turn before units far from their general carry out their orders.

Other options for a selected unit are a Report on the unit's attributes (including strength (numbers), morale and fatigue), and G for details of a general – both can be in the same space. This is the only form of stacking permitted – normal units may not occupy the same space.

Once both armies' orders have been given, simultaneous movement of units takes place. Shooting and hand-to-hand combat then take place. Units automatically fire at the nearest enemy unit. Hand-to-hand combat is also automatic between adjacent units.

After combat, some units may retreat or even be routed if they have serious losses. Routing units do not disappear, but instead change colour and gradually move towards the edge of the map. As no stacking of units is allowed, they also tend to realistically 'clog up' the battlefield. Routing elephant units may even trample their

▼ During a fierce battle one cowardly unit breaks and runs for home

own troops!

The simple order system is easy to use and makes play very fluent, so you shouldn't have to wait too long for a human opponent to make his moves. Despite this simplicity, the results of combat depend on a large number of conditions. For instance, the likelihood that a unit will rout even takes into account whether other friendly units can be seen routing.

Ancient Battles is a masterpiece of programming with a wide range of options. As usual with RT Smith's games, the game is accompanied by a comprehensive rulebook and another booklet containing historical notes on all the scenarios and armies present. Although graphically simplistic and lacking the complex order system of RT Smith's previous games, pitting armies of your own choice against each other is a fascinating experience and a great way to learn a bit of ancient history at the same time. Yet more good news is that the author is planning to produce a sequel, incorporating armies from 500-1200 AD.

Presentation 92%
The large glossy box – with Oli Frey artwork – contains a wealth of background information

Graphics 60%
Visually unimpressive play area, but the unit types are easily distinguished

Rules 88%
All aspects of play and selection are clearly explained

Playability 92%
The simple order system makes it very easy to get into, while the strategic realism is fascinating

OVERALL 93%
A fascinating and realistic wargame, offering great scope for designing new battles

WAR IN MIDDLE EARTH

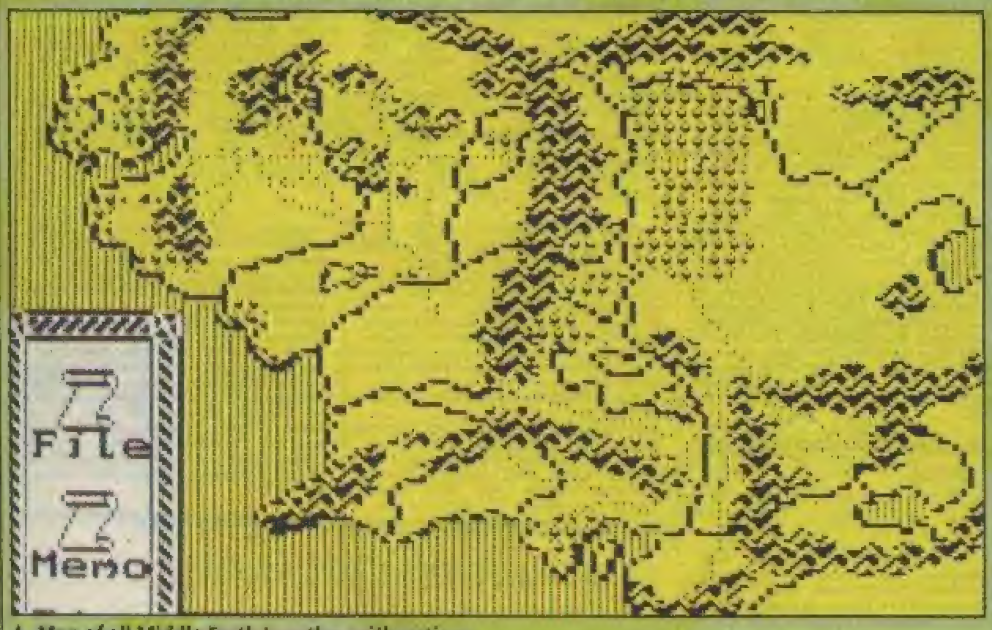
Producer: Melbourne House
Author: Design by Alan Clark and Bob Clardy, programming by Mike Singleton
Price: £9.99

Melbourne House's first game based on JRR Tolkien's fiction was one of the most popular adventures ever, and a classic of computing game. The follow-up to *The Hobbit* was something of a sleeper, despite *The Lord Of The Rings* getting 9 out of 10 in Issue 26. For their third Tolkien game the software house has changed genres and produced a strategy game. The game is based on events detailed in Tolkien's *Lord Of The Rings* Trilogy. You play the part of Frodo the Hobbit, who has recently inherited The One Ring from his uncle Bilbo Baggins. This ring is the most powerful evil magic item in existence and was created by the evil necromancer Sauron.

Sauron made 19 other such rings and gave them to the leaders of the Elves, Dwarves and Humans. Once these rings were placed on the fingers of the recipients, they came under the power of The One Ring.

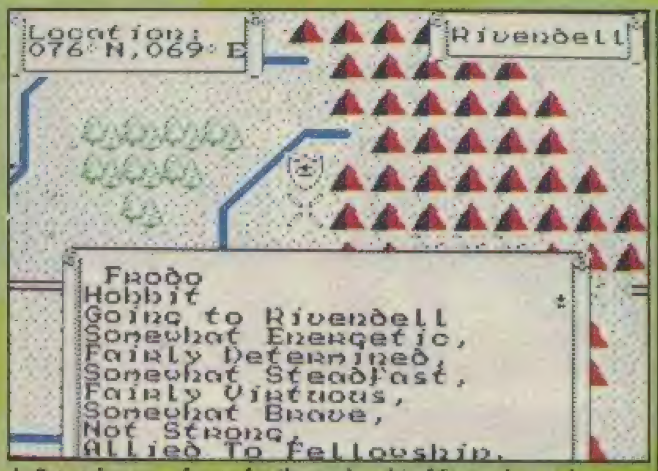
Due to a long series of events, the ring has come into your hands and you must destroy it by dropping it in a volcano situated in the middle of Sauron's evil realm. So you must muster your troops and friends to dispose of the evil artifact.

When the game is loaded you are presented with a map of all the known lands in Middle Earth. In the centre of the map is a gauntletted hand and to the left are three command options: File, Memo and Time.



▲ Map of all Middle Earth together with options

You control the gauntlet via either the keyboard or the joystick and by pressing fire on the map you get a more detailed view. Here you can see which units of troops and which individuals are hanging around. Friendly personnel are displayed as shields and it is possible for a large group of both individuals and units to be present in the same location.



▲ Preparing your forces for the onslaught of Sauron's warriors

You can find out full details of who is in this group – called a stack – by accessing your controls again. Here you are given a full rundown of your forces on a group by group, or individual by individual, basis. The details include such basic information as name and commander, as well as Energy, Determination, Steadfastness and Virtue. The level of these factors decides how well your forces move, fight and remain loyal.

If you press your fire button twice you obtain a sub-menu with four commands. This enables you to either set a specific destination for your troops, order one group to follow another, join your units together or return to the main menu.

Once you have given them your orders you return to the main map. Here you can either choose File (save the game and set various options), Memo (state of the game info) or Time (which sets the game in action and make your troops obey your preset orders).

The aim is to move your troops to strategic forts, castles and the like so they're not decimated by Sauron's forces. When Sauron's troops attack yours, the game time is stopped again (as you make your orders) and the screen displays the campaign map with a pair of crossed swords representing battles.

The game then moves over to a special combat screen depicting every person in the battle. Soldiers are represented by small, animated figures and you can scroll across the battlefield to see them all.

You can control individuals by moving a cursor onto them and pressing fire. You can then either take direct control over them, or merely select an enemy for them to attack.

If combat is going badly – and it often does – you have the option of letting the ring-bearer wear the ring. This enables you to disappear from the sight of ordinary opponents and sneak away. There are disadvantages to this, though – your Virtue decreases at an alarming rate (so that you run the risk of becoming a servant of darkness, losing the game) and The Nine Nazgul can easily see you. The latter are very powerful magical servants of Sauron, who can all too easily defeat you, stealing the ring and returning it to Sauron.

Overall, the game's graphics are generally average – sound is nonexistent – and the combat sequences are pretty hard to control. That said, *War In The Middle Earth* goes to prove that if a games concept is sound and has the ability to capture your imagination – which this product certainly does – you don't need lots of flashy graphics to produce an enjoyable computer game.

Presentation 75%
Stylish packaging and comprehensive scenario to set the scene

Graphics 60%
Mostly pretty dull, but interesting combat scenes

Rules 72%
Informative and interesting

Playability 75%
Icon-driven control system easy to use, but the battles soon become repetitive

OVERALL 70%
An ambitious and intriguing game

WINNERS AND PRIZES

REALLY FWIGHTENED
Issue 59

At 6:00pm every Monday evening weird people across the nation tune-in to the monochromatic adventures of The Munsters. We gave you a pickle of lovable Herman Munster and asked you to provide a suitable caption. The prize was for a winner (and friend) to go on an all-expenses paid trip to London Dungeons, plus a copy of *The Munsters* game – and **Paul Marchant**, Guilford GU4 8ET is the lucky winner.

Again Again are also offering thirty runners-up a copy of *The Munsters* game, they are, **Jason Turtle, Liverpool L6 2SD; Gavin Lang, Port Talbot SA1 2TS; Rick White, Doncaster DN3 2LB; C Warburton, Warrington WA2 7PX; A Hulmes, Timperley WA15 7SZ; David Kirkman, Leeds LS17 0AL; Karl Bunyan, Lincoln LN3 5BD; Andrew Bushell, Crosskeys NP1 7DF; Andy Hewitt, Southsea PO5 2PS; Sean Crowcroft, Barnsley S75 3AQ; Kevin Butters, Romford RM6 4AQ; Steven Hockney, Birmingham B45 9LL; Michael Cerdan, Clackmannan FK13 6BH; Andrew Harvey, Clwyd CH5 3DA; P Geekie, RAF Leuchrich BFPO 43; James Elliott, Dukinfield SK16 5DW; Mark Waterworth, Warrington WA3 2BE; Ian Kelly, Rotherham S61 2LU; Andy Snell, Lowestoft NR33 8SB; Peter Yee, Prestatyn LL19 9HE; Colin Young, Glasgow G66 3PG; Jimmy Carter, Essex CO11 2RA; Adam Neal, Banbury OX16 9HN; Les Roberts, Wirral LU1 0EA; Alan Thorpe, Co.Durham SR7 7JD; Peter Allison, Thornaby TS17 0AJ; Robert Gabriel, Uffculme EX15 3EW; Christopher McNeil, Dumbarton G82 3HH; Bryan Sutton, Stafford ST19 5HR; G Jackson, Manchester M9 2GP.**

SKY HIGH
Issue 59

Out of the hundreds of entries for the incredibly generous *Thunder Blade* from **US Gold** it seems not that many bothered to go down to the library to ID the mystery choppers. What a lazy bunch! Anyway, four brainy people will be treated to a hour long chopper ride – much better than the hydraulic arcade machine. **Malcolm Sims**, Canterbury CT1 1YF; **Steven Gray**, Redditch B98 8QG; **S Edwards**, Falmouth TR11 4SW; **Andy Rigby**, Derby DE7 3TN are the lucky winners.

15 second-prize winners will receive a *Thunder Blade* T-shirt . . .

Robert Knapper, R A F Bruggen; Rory Mann, Fiboro GU14 8PB; Miles Murphy, Essex SS0 0DR; Alan Mead, Derby DE6 5JL; Leon Wardzinski, Perth PH2 0AS; Paul Francis, Barton-on-Humber DN18 6AW; Crawford Johnston, Kildary IV18 0NZ; J Spilling, Oxford OX2 6TW; Charles Allen, Colchester CO4 3YN; Rowan Smith; Market Harborough LE16 9LD; Neil Beaman, Leeds LS25 2EF; Mark Inglis, Sheffield S31 8FL; Liam MacKenzie, Inverness IV2 3RL; Owen Meadows, Northants NN9 6BZ; D Snutch, Southampton Hants.

25 third prize winners will receive a copy of the CRASH Smash game *Thunder Blade* . . .

Troy Owen Roberts, Corsham SN13 0DU; M R Major, Andover SP10 2DY; John Dumbell, Wigan WN4 9LQ; Stephen Aspland, Ilchester BA22 8JR; Paul Bickerton, Blackpool FY6 9EF; A Rasheed, Houndslow TW3 2NT; Richard Baker, York YO8 1JU; Michal Zablochi, Newbury RG18 0TX; Chris Walbey, Huntingdon PE17 4TW; Antony Shawyer, Nottingham NG15 6DP; Noel Johnson, Shanstone WS14 0ND; Neil Owen, Hazelmere HP15 7EE; R Stevens, Saunderstoot SA69 9JP; John Connolly, Co.Carlow Ireland; Shahid Nawaz, Handsworth B20 3QY; Alan Packard, Hornchurch RM12 5LL; John Bristow, Kent DA8 1NL; Peter Carruthers, Liverpool 7; Colin Price, Halesowen B63 3JE; Ben Cardew, Cromer NR27 9NF; Paul Broyd, Solihull B92 9DT; Peter Allison, Thornaby TS17 0AJ; Stephen King, Surrey CR4 7HB; Keith Roberts, Plymouth PL5 4ET; Andrew Jolliffe, Sherton SN16 0NQ. And last but by no means least, fourth prize winners will be presented with a helicopter all of their own (a toy one of course) . . .

Kevin Marlow, Bristol BS12 6YB; Rick White, Doncaster DN3 2LB; Paul Hatwell, Weald HA3 7HE; James Brown, Dewsbury WF13 4LQ; Alex Herbrand, Offenburg Germany; Waheed Rasool, Watford WD1 8NF; C Prattyman, Turriff AB5 8ES; Guy Sadler, Berkeley GL13 9HH; Alan Thorpe, Co.Durham SR7 7JD; Joseph Burston, Cheltenham GL52 6HW; Max Lindsay, Wirral L62 8DE; Richard Berry, Skegness PE24 5AD; S Bailey, Salisbury SP2 7HT; Christopher Davies, Fishguard SA65 9BJ; Jaswinder Soor, Southall UB1 1JG; Daniel Evans, Derby DE3 8DU; Nicholas Harrison, Goole DN14 7QE; Neil Clark, Cramlington NE23 7EU; A D Jolliffe, Sherston SN16 0NQ; Lee Sutton, Manchester M31 2RA; Martin White, Crowborough TN6 2HS; Sean S Wilson, Co.Derry BT47 3RG; P Render, Dewsbury WF13 3RZ; R Philip, Sleaford NG34 9HW; Peter Taylor, Oswestry SY11 2XH.

ROARING AHEAD
Issue 59

Fire And Forget is the latest game to appear from the Titus portacabin, and takes the player around the world blasting all in sight. We gave you two pieces of a Thunder Master and asked you to ring the ten differences. **Toni Jory**, Bristol BS19 9BA is the winner of the CD/MIDI hi-fi system, and a copy of *Fire And Forget*.

25 runners-up will find a copy of *Fire and Forget* in the post to them very soon, they are . . .

David Jones, Market Rasen CN8 3RE; Mark Batts, Watford WD5 0DB; Stuart Wilson, Co. Antrim . N.Ireland; James Douglas, Aberdeen AB2 8VX; Richard Green, Dudley DY3 3HZ; Daniel Brica, Bristol BS15 2EN; Alex Kevill-Davies, Chessington KT9 1EY; I L Hokim, Safat Kuwait; Kan Holt, Bridgwater TA6 7PE; Ian Woolscott, Loughborough LE11 0SN; Mark Bolland, Taunton TA3 5AF; Shaun Stoddart, London SE4 2SR; Minh Lai, London E2 9LD; Jamie Conroy, Co.Down BT23 4PQ; Mark Wilkinson, Bristol BS2 9UR; David Clark, Dundee DD5 4EG; Ben Sullivan, Lymington SO41 9GF; Adrien Parsons, Dudley DY11 2HN; Mark Lockwood, Kings Lynn PE32 1LW; Steven Sherwood, Harrow HA2 6LQ; Seamus McCreedy, Co. Antrim BT36 7UP; Mark Nyous, Wilmslow SK9 4BD; Dylan Payne, Millbrook PL10 1EF; Clare Newman, Ipswich IP10 0BS; Rick White, Doncaster DN3 2LB.

WIN A LESLIE CROWTHER LOOKALIKE
Issue 58

The Bobby Yazz Show is one gameshow that I wouldn't like to compete in, a correct response is well rewarded but one false step and you could wind up dead. In our comp the winner gets a Mr Game Show from Rainbow Toys. This has a robotic Leslie Crowther MCing the proceedings so you can challenge your friends to a game of *The Price is Right* in your own living room. **James Preece**, Harrow HA1 4AG is the fortunate recepient of this technological marvel.

Thirty second prizes of a copy of *The Bobby Yazz Show* will go to (deep breath) . . .

Tony Bosworth, Holme PE7 3RE; Stuart Smith, Walsall WS6 6DT; P Smith, Lincoln LN6 7PH; H J Hudson, Bradford BD3 0PE; Philip Flowers, Darlington DL2 2EZ; Stephen Tierney, Portsmouth PO4 0HS; P G Taylor, Telford TF1 4YE; Stewart Donald, Aberdeen AB2 2HR; Steven Wilkins, Dagenham RM8 1JS; Robert James, Loughborough LE12 7JN; Sean Clayton, Coventry CV5 6NN; Gregory Myles, Northampton NN7 4QJ; Neil Ashmore, Stockport SK12 7PU; Matthew Macarlou, Buxton SK17 7RF; Ben Cartwright, Brierley Hill DY5 3NT; D Asser, Enfield EN3 7UQ; Alec Ramsey, Ashington RH20 3LP; Paul Hickey, Surrey KT4 8SF; Jason Osborn, Daventry NN11 4AN; J P Moody, Oxon OX11 8LU; Harry Mortensen, Seaham Co.Durham; Michael Taylor, Ilkeston DE7 5SS; Stephen Willcox, Portland DT5 1HG; M D Ruslow, Halesowen B62 8HH; T McPherson, Kent BR8 8BS; Steven Ragless, Lancing BN15 9JZ; Paul Silverthorn, Poole BH15 4JS; Paul Fox, Wigton CA7 0PQ; Alan Thrope, Seaham SR7 7JD; Francine Solley, Tonbridge TN9 2QW.

COME BACK CHUCK
Issue 58

The Munsters was reviewed way back in issue 56 under the title *T-Wrecks*, but due to a marketing deal with the makers of Chewits it has been reborn with the new title. We gave you a rather eye twisting puzzle and asked you to tell us which path the large green monster should follow to reach his packet of Chewits. 10 winners will receive a year's supply of Chewits (that's 365 packets, so don't eat them all at once). The lucky people are . . .

Colin M Young, Kirkintilloch G66 3PG; Gregory Myles, Weedon NN7 4QJ; Michael Smith, Abbeydale GL4 8LS; John Haddon, Port Glasgow PA14 5DD; M D Ruston, Halesowen B62 8HH; Torquil MacGregor, West Linton EH46 7BH; Peter Southern, St Helens WA10 3PG; Daniel Adams, Maidstone ME15 7BQ; Peter Unwin; London N22 4HQ; Michael Brown, Dewsbury WF13 4LQ. . . . and don't forget to always brush your teeth.

TELL US A STORY
Issue 59

Techno Cop wasn't much cop, but *Butcher Hill* looks promising and Gremlin were generous with the prizes: three radio controlled toys, a red Ferrari and a pair of tanks. To win these marvels of modern technology we asked you to write a short story about either game and send them to us. There are obviously a lot of budding authors out there because the entries flooded in. Sadly there could only be one winner and **Timothy Hill** of Daventry NN11 4RN is the fortunate chap who gets them with batteries included.

Fifty runners-up will receive a copy of *Butcher Hill* and *Techno Cop* . . .

Peter Southern, St Helens WA10 3PG; John Clifton, Dartford DA3 8QY; P Brown, Dewsbury WF13 4LQ; Richard Burrough, Cheltenham GL54 3BY; James Macklin, Grays RM16 2UA; William Dunk, Huddersfield HD8 8PP; Graham Charlton, Kent DA12 1LY; Tracy Thomson, Rhyl LL18 4RN; David Whibley, Maidstone ME15 8AX; Matthew Clark, Bristol BS4 1HQ; Christopher Allen, Sheffield S19 6RL; Paul Richards, Walsall WS8 8PE; Matthew Bradley, Sheffield S30 3NL; Alan Woodcock, Bolton BL2 5RL; Peter Byrom, Oldham OL2 5BY; Anthony Hyde, Brighton BN1 3DJ; Kevin McMahon, Co.Tyrone BT79 0TA; Richard Jones, Knutsford WA16 9PZ; Steven Downey, Worthing BN14 7LL; Glenn Taylor, Trefriw Gwynedd; Peter Allison, Thornaby TS17 0AT; Lee Hodkinson, Manchester M24 3EN; David Blackburn, Lymm WA13 9JU; Dean Horne, Langwith NG20 9DL; Thomas Deval, Huntingdon PE17 5NX; Robert Sibley, Taunton TA2 7QQ; David Mason, Stow TD1 2RJ; Daniel Curran, Co. Donegal Eire; Jonathon Wilson, Co. Tyrone BT70 3NP; Stefan Morton, Blackwood ML11 9SX; Michael Scott, Aberdeen AB2 0FD; Lee Hewson, New Ollerton NG22 9QY; Kirstie Campbell, East Lothian EH32 0PA; Tadhg Gleeson, Co.Tipperary Ireland; Shacke Osbourne, London SE13 7DQ; Simon Bennett, Midhurst GU29 9QF; Glen Farrell, Bolton BL2 6BG; Allan Walsh, Lowton WA3 3JG; Colin MacDonald, Monifieth DD5 4RZ; Peter Yee, Prestatyn LL19 9HE; Rowan Smith, Market Harborough LE16 9LD; Alistair Paice, Pulborough RH20 4LU; Simon Wells, Mansfield NG18 3HT; Craig Buchan, Aberdeen AB4 5QL; Richard Heath, East Dereham NR19 2RY; Jonathan Webb, Sunderland SR4 8LP; Ben Huglin, Liverpool L18 2HE; Chris Kjolsen, Harlow CM19 4NX; CRASH Reader, London E9; Sam Ho, Glossop SK13 8QF.

THEY CALL ME THE WANDERER
Issue 59

The story writing theme didn't end with the Gremlin comp, we also asked your grey matter in the competition for Elite's new game *Wanderer*. This time the theme was a space-travelling adventurer/poker player. The winner will receive a handheld Casio colour TV and a Panasonic personal stereo cassette player. And that's not all, an Elite T-shirt and a goodie bag (along with the technical gizmos) will go to **Mark Waterworth**, Warrington WA3 2BE as well.

25 second prize winners will receive a copy of *Wanderer* . . .

June Rowe, Launceston PL15 9HX; Wayne Greenwood, Halifax HX4 6JB; Robert Sibley, Taunton TA2 7QQ; Jean Marc Lai, London SE15 5RB; Richard Garner, Newcastle-U-Lyme ST5 3PA; Shahid Nawaz, Birmingham B20 3QY; Ian Laver, Middlesex UB7 7PB; Louise Brown, Dewsbury WF13 4LQ; Spencer Kibblewhite, Scunthorpe DN15 9UT; Chris Aylott, Eastleigh SO5 1GP; Aston Brooker, Hemel Hampstead HP2 5RR; John Rush, Nottingham NG8 5FS; Adam Lackie, Bordon GU35 0SP; Chris Delahunty, Thetford IP24 3HW; Sian Williams, Blackwood NP2 1UD; Tom Stephenson, Crediton EX17 5JR; Thomas Odwyer, London SE18 2HU; Jason Foster, Filey YO14 9AF; Steven Hope, Carlisle CA2 7PS; Ian Roberts, Whiston L35 3RW; Steven Green, Epping CM16 5ES; Reginald Peterson, Tottenham N15 4RP; C Welsh, Glasgow G14 9JR; Leon Griffiths, Exeter EX4 5EG; Kristie Campbell, East Lothian EH32 0PA.

RAIDERS OF THE LAST VIDEO
Issue 58

Remember Issue 58 and that great *Total Eclipse* demo. All you had to do was play it and send in your high score. After checking for any score exaggeration incentive picked **Steven King** (the Ed's favourite author – Stu) (although the spelling's different, Stu – Ed), Coventry CV4 9JX. Steven will receive copies of both *Raiders Of The Lost Ark* and the prequel *Indiana Jones And The Temple Of Doom*. And so that Steven doesn't get peckish halfway through watching Dr Jones in action, a crate of Cadbury's Pyramints will also be winging their way to his abode.

Nine runners-up will receive a crate of Pyramints each. They are . . .

Robert Gabriel, Uffculme EX15 3EW; Yul Hong Ng, Colwyn Bay LL29 8UH; Brian Wood, Grimsby DN33 1DG; Timothy Ford, Aldershot GU12 5HR; James McGhee, Norwich NR5 9DY; Kevin Woolley, Rugeley WS15 1HJ; Simon Brown, Portsmouth PO4 9NF; Sarah Ford, Aldershot GU12 5HR; Mark Goodall, Taunton TA1 2AY.

BARGAIN SOFTWARE, 60 Boston Road, London, W7 3TR

Other branches – 309 Goldhawk Road, London, W12 8EZ
18 Market Square, Leighton Buzzard, Beds
Unit 33/34, Rumford Shopping Hall, Market Street, Romford, Essex
(OPEN 7 DAYS 10 am – 8 pm)

BUY BY PHONE

01 741 1222
01 995 3652
0525 371884

PRICE PROMISE

If you wish to purchase any product in our list and find that you can buy the same product cheaper from another mail order company, simply enclose the lower amount, stating the name of the other company and where you saw the advert. (It must be the current issue). Price Promise does not apply to other companies' Special Offers.

ENQUIRIES

01 567 7621

TITLE	RRP	OUR PRICE
1943 BATTLE OF MIDWAY: Highly acclaimed sequel to 1942	8.99	6.50
4 × 4: Your chance to win a fabulous KAWASAKI KDX200...!	8.99	7.25
720°: Skateboarding sensation of the year...!	9.95	5.50
AIRBOURNE RANGER: A fast-paced action-simulation...!	9.95	6.99
ARKANOID II – REVENGE OF DOH: Can it extract its revenge...!	7.95	4.99
ARKANOID: Frantic action + split second timing...!	7.95	3.99
ARMY MOVES: Target, Nuclear device, attack, infiltrate, Destroy!	7.95	3.99
AVENGER: The ultimate arcade ninja adventure...!	9.95	2.99
BIONIC COMMANDO: Your skill and powers are our only hope. !	8.99	6.50
BOMB JACK + COMMANDO + AIRWOLF + FRANK BRUNO'S BOXING	9.95	5.50
BRIAN CLOUGH'S FOOTBALL FORTUNE: Soccer with a difference	14.99	6.99
BRUCE LEE + KNIGHT LORE + MATCH DAY + MATCH POINT...!	9.95	4.99
CALIFORNIA GAMES: Sporting events in sunny California...!	8.99	5.50
CARRIER COMMAND: One of the best strategic simulations...!	9.95	6.99
CAULDREN II + QUAZATRON + S.F. COBRA + DANDY + ALIEN H/WAY	9.95	4.99

OPERATION WOLF + FREE GAME ONLY £5.99

RAMBO III + FREE GAME ONLY £6.25

EMPIRE STRIKES BACK + FREE GAME ONLY £5.99

COMBAT SCHOOL: Enlist in the U.S.A.'s finest...!	7.99	4.50
CROSSWISE: 'Mayday! Mayday!... Please assist...!'	7.99	2.99
DALEYS OLYMPIC CHALLENGE: Join the all time greats...!	9.95	5.99
DANDY: Some of the best dungeons ever seen on computer ...!	8.99	4.50
DANDY: The most detailed dungeons ever seen on computer...!	7.95	2.99
DOUBLE DRAGON: The best arcade game of the year...!	9.99	6.99
DRAGON NINJA: Follow the fortunes of two bad dudes...!	8.99	6.50
DRAGON LAIR: If he could survive he could reach the lair...!	9.95	2.99
DRILLER: It feels like your actually there ...!	14.99	5.99
EDDIE KIDDS JUMP CHALLENGE: Defy danger + gravity...!	7.99	1.99
EMPIRE STRIKES BACK: Non-stop action of the movie...!	9.95	5.95
ENLIGHTENMENT (DRUID II): Do you possess the power?...!	7.99	3.99
F-16: For the first time, this is for real...!	14.95	9.99
FEDERATION OF FREE TRADERS: Become a galactic wheeler dealer	8.99	7.25
FIGHTER PILOT + KUNG FU MASTER + RAMBO + GHOSTBUSTERS	9.95	4.99

PLATOON + FREE GAME ONLY £6.50

GUERILLA WAR + FREE GAME ONLY £5.99

DALEY'S OLYMPIC CH + FREE GAME ONLY £6.99

FOOTBALL DIRECTOR II (128K) 170K of Pure Strategy!	19.99	13.99
FOOTBALL DIRECTOR: You'll be over the moon with this one...!	8.99	6.50
FOOTBALL MANAGER II: No.1 top 10 games of the year...!	9.95	5.99
FORCE: No aliens-but can you defeat the criminal element ...!	9.99	4.99
FREEDOM FIGHTER: Will you be skilful enough...!		2.99
FRIGHTMARE: From beyond your darkest dreams...!	8.95	2.99
G-LINEKER'S HOT-SHOTS: Play in a full-scale eleven-a-side...!	7.99	6.25
GAME OVER: Use your skill to destroy the empire...!	7.95	3.99
GAUNTLET + ACE OF ACES + WINTER GAMES + L'BOARD + INFILTRATOR	9.95	7.45
GLADIATOR 128K: An S.D. classic. Dare you fight...!	10.99	4.99
GOTHIC: Throw down the Gauntlet against 16 hideous monsters...!	7.99	2.99
GREEN BERET + MIKIE + YIE KUNG FU + HYPER SPORTS + PING PONG	9.95	4.99
GRYZOR: Split second timing + nerves of steel a must...!	7.95	3.99
GUNSHIP: Award winning attack helicopter simulation...!	9.99	6.99
GUERILLA WARS: Freedom is your aim. GUERILLA WARS is the means	8.95	5.50

RETURN OF THE JEDI + FREE GAME ONLY £6.99

TYPHOON + FREE GAME ONLY £5.50

ROBO COP + FREE GAME ONLY £6.50

GUTZ: Nightmare a dream come true ...!	7.95	2.99
GYRON: 'A serious contender for the game of the year award'...!	9.95	2.99
H.A.T.E.: The Hostile All-Terrain Encounter...!	7.99	6.25
HEARTLAND: Will he reveal his face? The face of DEATH ...!	9.99	3.99
HYPABALL: 'The greatest game in the known universe...'	9.95	1.99
I OF THE MASK: Welcome to the space trials on planet newgame ..!	8.99	1.99

*** Free game will be one of our choice.**

10 COMPUTER HITS ONLY £5.99

BRIAN JACKS SUPERSTAR + CHUCKIE EGG + JASPER + PROJECT FORTUNE + OVERLORDS + WRIGGLER + HARRIER ATTACK + BRAXX BLUFF + SKOOL DAZE + SORCEROR OF CLAYMORE CASTLE

CHARTBUSTERS ONLY £5.99

GHOSTBUSTERS + AGENT ×2 + F.A. CUP FOOTBALL + KANE + NINJA MASTER + LA SWAT + RASPUTIN + OLLIE & LISA + ZOLYN + FORMULA 1 SIM + DAN DARE + TAU CETI + B.JACKS SUPERSTAR CHALL + BALL + THRUST + WAR CARS + H. HEADBANGER + PARK ROAD

GAME SET & MATCH ONLY £8.99

FEATURES: WORLD SERIES BASKETBALL + MATCH POINT + J.B. SQUASH + SNOOKER + PING PONG + HYPERSPORT + SUPER SOCCER + B. McG BOXING + BASKETBALL + + DALEY'S SUPERTESTS

GAME SET & MATCH II ONLY £9.50

MATCHDAY II + I. BOTHAMS + BASKET MASTER + TRACK & FIELD + SUPER HANG ON + + N. FALDOS GOLF + S. DAVIES SNOOKER + WINTER OLYMPIAD '88 + SUPERBOWL

GIANTS ONLY £11.50

GAUNTLET II + ROLLING THUNDER + CALIFORNIA GAMES + 720° + OUTRUN JAILBREAK + GREEN BERET + YIE AR KUNG FU + PING PONG YIE AR KUNG FU II + MIKIE + JACKAL + NEMESIS + SHAO LINS ROAD + HYPERSPORTS

LIVE AMMO ONLY £6.99

GREAT ESCAPE + TOP GUN + GREEN BERET + RAMBO + ARMY MOVES 3D STARSTRIKE + BLUE THUNDER + WHEELIE + SON OF BLAGGER + FALL GUY + AUTOMANIA + BUGABOO + BLADE ALLEY + PENETRATOR

KONAMI ARCADE COLLECTION ONLY £6.99

JAIL BREAK – GREEN BERAT YIE AR KUNG FU – PING PONG + MIKIE + JACKAL NEMESIS + SHAOLINS HYPERSPORTS

MEGA HITS ONLY £5.50

3D STARSTRIKE + BLUE THUNDER WHEELIE + SON OF BLAGGER PSYTRON + FALL GUY + AUTOMANIA BUGABOO + BLADE ALLEY PENETRATOR

THE IN CROWD ONLY £9.99

KARNOV + GRYZOR + BARBARIAN + CRAZY CARS + PREDATOR + COMBAT SCHOOL + PLATOON + TARGET RENEGADE

MAGNIFICENT 7 ONLY £6.99

+ SHORT CIRCUIT + FRANKIE + ARKANOID + WIZBALL + GREAT ESCAPE HEAD OVER HEALS + COBRA

TAITO COIN OP HITS ONLY £9.99

RASTAN + FLYING SHARK ARKANOID + ARKANOID II + SLAP FIGHT + BUBBLE BOBBLE + RENEGADE + LEGEND OF KAGE CONTACT SAM CRUISE +

COMPUTER HITS 4 ONLY £6.50

PULSATOR + CITY SLIKER + REVOLUTION STARQUAKE + DEACTIVATORS + ANTIRIAD + BRIDE OF FRANKENSTEIN + UCHI MATA + PYRACURSE + . SPIN DIZZY + DANDY

SUPREME CHALLENGE ONLY £8.50

SENTINEL + STARGLIDER + ACE II + ELITE + YETRIS

WE ARE THE CHAMPIONS ONLY £6.95

SUPER SPRINT + RENEGADE + RAMPAGE + IK + BARBARIAN

STAR BUY

10 GREAT GAMES III Only £3.99

10th FRAME + FIGHTER PILOT + FINE LORD + LEADERBOARD + RANARAME + ROCCO + CITY SLICKER + DRAGON TORC + SURVIVOR + IMPOSSABALL

COMPUTER HITS VOL 5 Only £5.50

DARK SCEPTRE + TARZAN + MEGA APOCALYPSE + MAGNETRON TRAZ + MYSTERY OF THE NILE + NINJA HAMPSTER + CATCH 22 + FRIGHTMARE + DRUID II

TITLE	RRP	OUR PRICE
I. BOTHAM + MUTATIONS + WHO SAID THAT + SUPER FILE + ONE ROAD + HARD	9.95	3.99
IAN BOTHAM'S TEST MATCH + SUPER FILE...!	10.99	1.99
KIDS ON KEYS: Make learning fun ...!	9.99	3.99
KING ARTHUR'S QUEST: A game with a little bit more ...!	9.99	3.99
LANCELOT: Great graphic text adventure...!	14.95	9.99
LEADERBOARD: The original classic golf simulation ...!	9.95	4.99
LEADERBOARD + LEADERBOARD TOUR + WORLD CLASS LBOARD	14.99	10.50
LED STORM: Lazer enhanced destruction...!	8.99	6.50
LIVE & LET DIE: Greatest action packed 007 game ever...!	9.99	6.99
LIVING DAYLIGHTS: Now go ahead and join BOND on the edge...!	9.99	3.99
MEAN STREAK: Only one ruler of the highway, YOU...!	8.99	3.99
MICROPROSE SOCCER: It's fun, fast, exciting and addictive...!	9.95	6.99
MS PAC-MAN: PAC-MAN become a feminist. !	7.99	1.99
MUNSTERS: From the depths of the darkside...!	9.99	6.99
NOT A PENNY MORE + FREE BOOK: An adventure without goblins	14.95	4.99

SUPREME CHALLENGE + FREE GAME ONLY £6.50

COMPUTER HIT 4 + FREE GAME ONLY £6.50

THREE IN CROWD + FREE GAME ONLY £9.99

OUTRUN: Cruise in style with this coin-op conversion...!	8.99	5.99
PAC-MANIA: PAC-MAN is back & bouncing in 3-D...!	9.95	6.50
PAPERBOY + BATTLESHIPS + BOMBJACK II + GHOST & GOBLINS	9.99	6.50
PITFALL II: A call from CRANE a call to danger...!	7.99	1.99
PLATOON + FREE MUSIC TAPE: The first casualty is innocence...!	9.95	6.50
POLE POSITION: Play the arcade classic in your own home...!	7.99	1.99
PRO SOCCER: The best 4 player soccer game ever...!	8.99	6.50
PRODIGY: Demands compassion, guts and intelligence ...!	8.99	3.99
R TYPE: Its your only defence...!	9.99	7.40
RAMBO III: He's back and he's taking no prisoners...!	8.95	6.25
RASTAN: Is it more than you can handle?...!	7.95	4.50
RED L.E.D.: Real arcade action at its very best ...!	8.99	4.50
RETURN OF THE JEDI: The 3rd of the STAR WARS series...!	9.99	6.50
RENEGADE: Rebel without a cause. But you know that...!	7.95	4.50

THUNDER BLADE + FREE GAME ONLY £7.25

R-TYPE + FREE GAME ONLY £7.45

SAVAGE + FREE GAME ONLY £6.50

ROAD BLASTERS: Race car shoot em up...!	8.99	6.50
ROCK 'N' WRESTLE: A game to be played time + time again...!	8.95	2.99
RUN FOR GOLD: Stretch the mind as well as the lega...!	8.99	4.50
SABRE WOLF + DALEY'S DECATHLON + JET SET WILLY + BEACH HEAD	9.95	3.99
SAVAGE: Looks brill, sounds brill, is brill...!	8.95	6.50
SCOOBY DOO: Your favourite cartoon character in a great game...!	17.95	4.50
SHADOWFIRE: The first adventure game WITHOUT text...!	9.95	3.99
SNOOKER: A load of balls but might be INTERESTING ...!	8.99	3.99
SNOWBALL + RETURN TO EDEN + WORM IN PARADISE...!	14.95	5.99
SPITTING IMAGES: Would THATCHER see the joke?...!	9.99	4.99
STREET FIGHTER: Let nothing stand in your way...!	8.99	6.50
SUPERSPORTS: A collection of unique sporting events ...!	7.99	6.25
TARGET RENEGADE: Fast, exciting and top notch...!	7.95	4.50
TETRIS: 'One of the all time computer classics'...!	9.99	2.99
THE FORCE: Icon driven multi-screen strategic simulation...!	9.95	3.99

LAST NINJA + FREE GAME ONLY £10.50

DOUBLE DRAGON + FREE GAME ONLY £6.99

AFTERBURNER + FREE GAME ONLY £7.45

THE GAMES SUMMER EDITION: 8 more events in the Games Edition	9.99	8.25
THUNDER BLADE: Meanest fighting machine ever...!	8.99	6.50
TIGER ROAD: Absolute Coin-Op Power...!	8.99	7.25
TOTAL ECLIPSE: BIGGEST and GREATEST FREESCAPE yet...!	9.95	6.99
TOY BIZZARE: A night in the Automated toy works...!	7.99	6.75
TRACKSUIT MANAGER: Classic managerial game for your speccy	9.99	6.99
VALKYRIE 17: You may have forgotten but it hasn't ...!	9.99	4.50
VINDICATOR: One man must face the final enemy...!	7.95	5.25
WEC LE MANS: 24 Hour world endurance championship...!	8.95	5.99
WEST BANK: Law of the west is still the law of the gun ...!		4.50
WHERE TIME STOOD STILL: The Classic 3-D arcade adventure...!	7.95	5.25
WIZBALL: Stunning graphics create a mood for a thrilling game...!	7.95	3.99
WORLD CLASS LEADERBOARD: 72 hole golf simulation at its best	9.99	5.50
WORLD CUP FOOTBALL: Can you win what Robson can't ...!	7.99	2.99
YOGI BEAR: Step into Yogi's Paws for great action ...!	7.99	3.99
ZENJI: Sense the right move and trust your intuition ...!	8.99	6.75

BARGAIN SOFTWARE ORDER FORM (CRASH MAR)

Please send me the following titles. BLOCK CAPITALS please!

Type of computer

Title	
	Amount
Total enclosed £	

Name .....

Address .....

.....

.....

.....

Tel. no. .....

VISA ACCESS

Please make cheques or postal orders payable to BARGAIN SOFTWARE
Prices include P&P within the U.K.: Europe please add £1 per tape.
Elsewhere please add £1.50 extra per tape.

ROMANTIC ROBOT *present*

FANTASTIC SPECIAL OFFERS

GENIE works with MULTIPRINT, MULTIFACE 1 and MULTIFACE 128 only.

GENIE

GENIE can disassemble ANY RUNNING program at ANY point. Install GENIE into MULTIFACE or MULTIPRINT, LOAD any program, RUN it, STOP it whenever you wish and let GENIE disassemble it. GENIE can also DUMP to printer, SEARCH and FIND text, op-codes, VIEW and ALTER contents of memory or Z80 registers, etc. Essential for any m/code user.

£5 OFF MULTIFACES VIDEOFACE MULTIPRINT

£5 OFF

VIDEOFACE digitiser turns pictures from a video camera or recorder into standard hi-res Spectrum screens.

Screens can be copied to printer, incorporated into other programs, saved to tape/m'drive/disk, animated (6 different screens can be held by VIDEOFACE and changed as you wish).

VIDEOFACE is menu-driven, fast and very easy to use – all you need is a Spectrum, COMPOSITE VIDEO signal and a lead.

VIDEOFACE

You can even adjust the grain (the black and white ratio) and create special effects! VIDEOFACE is a unique, most useful and powerful add-on.

£5 OFF

THE ULTIMATE SPECTRUM PARALLEL PRINTER INTERFACE.

MULTIPRINT

INSTANTLY usable (software in ROM). *LLIST, LPRINT and COPY plus a unique FREEZE BUTTON to stop any program and change any printing parameter (incl. COPY sizes & types, LINE feed, width, spacing, all margins, etc.) any time.* Also fully PROGRAMMABLE in BASIC. *Menu-driven, a JOY TO USE.* Built-in MULTI-TOOLKIT. *With 1.2m printer cable.*

MULTIFACE – THE ESSENTIAL SPECTRUM COMPANION

multiface one + 128

MULTIFACE 1 has a joystick interface and works in 48K mode, MULTI-FACE 128 (not for Wafadrives) in 48 & 128K mode. Disciple and + D versions on request.

ONLY £6·95

LIFEGUARD IS AN INFINITE LIFE FINDER. INSTALL IT INTO THE MULTIFACE ONE OR 128, LOAD ANY GAME AND LET LIFEGUARD LOOK FOR INFINITE LIVES, AMMO, ETC. ONCE IT FINDS IT YOU'LL WIN AGAIN AND AGAIN...

LIFEGUARD INFINITE LIVES FINDER

£5 OFF

£5 OFF

"A GOOD REASON TO BUY SPECTRUM+3" *(Crash)*

"If you want to use commercial Spectrum software with the Plus 3 you MUST also buy a Romantic Robot, Multiface 3, or Amstrad's disk drive will be useless with commercial software. The Multiface 3 is the ONLY reliable way to copy Spectrum programs to disk." *(Computer Shopper)*

"Any 128K+3 owner will find it a wonderful device, indispensable even." *(Sinclair User)*

"THE PLUS 3 DISC SOLUTION" *(Sinclair User)*

multiface 3

THE ONE AND ONLY FULLY AUTOMATIC TAPE AND DISC COPIER

The **SALE** prices apply *strictly* to **MAIL ORDERS** only if received 13.2. - 31.3.1989 with the coupon below.

NOTE! SPECTRUM+2A requires MULTIFACE 3!

MAKE YOUR SPECTRUM HAPPY: BUY IT A MULTIFACE!

I enclose a cheque/PO for £ .....

or debit my [Access] [Visa] No

Name ..... Card expiry .....

Address .....

+ p&p to UK & Europe	£ 1.00 ☐	Overseas	£ 2.00 ☐
MULTIFACE ONE	£ 34.95 ☐	MULTIFACE 128	£ 39.95 ☐
GENIE ONE	£ 9.95 ☐	GENIE 128	£ 9.95 ☐
MULTIFACE THREE	£ 39.95 ☐	M3 w/through port	£ 44.95 ☐
MULTIPRINT	£ 34.95 ☐	VIDEOFACE DIGITIZER	£ 39.95 ☐
LIFEGUARD	£ 6.95 ☐	MUSIC TYPEWRITER	£ 7.95 ☐
SPECTRUM+3 DISCS	£ 2.75 ☐	SPEC. +3 TAPE LEAD	£ 2.95 ☐

ROMANTIC ROBOT UK LTD 54 Deanscroft Ave, London NW9 8EN ☎ 24 hrs [Access] [Visa] 01-200 8870 CR

Allin Edwards

CRASH Hypermarket!

CRASH COMPUTER COVERS

PROUD . . . of your untouched, virgin-new keyboard? Don't let it bite the dust, protect it from coffee, biscuit nibbles, screen fall-out or just simple plain home-variety dust.
ASHAMED . . . of your grotty, coffee-stained, dust-cloaked keyboard? Cover the mess up and protect your Habitat environment with a CRASH keyboard cover.

RUBBER-KEYED SPECTRUM COVER
OFFER 3.00, C001H
SPECTRUM+ COVER
OFFER 3.25, C002H
SPECTRUM 128 COVER
OFFER 3.75, C003H
SPECTRUM+2 COVER
OFFER 4.00, C004H

CRASH BINDER

Show some respect for all the brilliant effort the CRASH production team has put into your favourite mag by conserving the twelve masterpieces for posterity. The bound collection will be worth a fortune when it goes under the hammer at Sotheby's in the year . . .
CRASH BINDER
OFFER 4.50, C009H

CRASH CAP

Join the CRASH troops with this authoritative blue base ball cap with white embossed CRASH logo. However much grey matter resides between your ears, the adjustable strap will ensure perfect fit.
CRASH CAP
OFFER 3.50, C010H

EUROMAX WIZCARD
OFFER 3.95, C242H

DYNAMICS COMPETITION PRO 5000 (normal)
Features arcade quality microswitches, dual fire buttons, robust steel shaft and rubber return for smooth control and longer life.
DYNAMICS COMPETITION PRO 5000 (normal)
OFFER 13.50, C243H

DYNAMICS COMPETITION PRO EXTRA
Features rapid fire, unique slow motion and see-through body.
OFFER 15.00, T500H

DYNAMICS COMPETITION PRO 5000 (clear)
The designer joystick with see-through body.
DYNAMICS COMPETITION PRO 5000 (clear)
OFFER 14.00, C244H

COMCON PROGRAMMABLE JOYSTICK INTERFACE
The only fully programmable joystick interface on the market! Links any joystick movement to any key of your Spectrum 48K, PLUS, 128 or 128 PLUS 2. Just plug function wire into key matrix and you're ready to go! Also supports joysticks with two independent fire actions
OFFER 12.95, C501H

COMCON TWIN same as above, but with two parallel output joystick connectors.
OFFER 13.95, C502H

KONIX NAVIGATOR
Brand new ergonomically designed hand-held joystick with Fire button positioned directly beneath the trigger finger for super-fast reactions. Unbreakable solid steel shaft. **KONIX NAVIGATOR**
OFFER 14.99, C235H

KONIX MEGABLASTER
Precision moulded control knob with steel shaft for complete reliability. Dual fire buttons for left or right hand use. Heavy duty leaf switches provide directional control with long lasting operation. Includes suckers for table top fixing.
KONIX MEGABLASTER
OFFER 6.99, C236H

KONIX SPEEDKING
The joystick that actually fits your hand, with a fire button angled for your trigger finger to ensure accurate high-speed action. Solid steel breakproof shaft with neat clicking sound.
KONIX SPEEDKING
OFFER 10.99, C248H

EUROMAX ELITE STANDARD
Short travel micro switch action in ergonomic and highly durable designed body.
EUROMAX ELITE STANDARD
OFFER 9.95, C237H

EUROMAX PROFESSIONAL STANDARD
High durability, rapid response and ultra sensitive movement accuracy from this advanced ergonomic design.
EUROMAX PROFESSIONAL STANDARD
OFFER 15.95, C238H

EUROMAX PROFESSIONAL GRIP
OFFER 13.95, C240H

EUROMAX PROFESSIONAL AUTOFIRE
OFFER 18.95, C241H

CRASH SPORTS BAG

Have CRASH bag will travel in style. This top quality silver blue sports bag will feel right whether your jet setting round the world or simply walking to the local sports centre. Comes with enormous cavity and a useful end pocket.
CRASH SPORTS BAG
OFFER 12.95, C115H

ReELLY GOOd GamEZ

DYNAMICS COMPETITION PRO EXTRA
Features rapid fire, unique slow motion and see-through body.
OFFER 15.00, T500H

POWERPLAY CRUISER RED/WHITE/BLUE
This excellent joystick features microswitch directional control and fire action. A unique variable tension control allows the user to adjust the return force to extra sensitive, normal and firm.
OFFER 9.99, T245H

POWERPLAY CRUISER STREAMLINE ALL BLACK
With dust lead for Spectrum 48k/128k/Plus and Plus 2 & 3.
OFFER 12.99, T450H

POWERPLAY CRUISER CLEAR AUTO FIRE
Simply by holding down either of the fire buttons engages Auto Fire.
OFFER 12.99, T451H

POWERPLAY CRYSTAL STANDARD
Designed by Peter Lawton-Hands of Zig Sinclair and Super Professional fame. Clear with red fire buttons and pistol grip handle.
OFFER 14.99, T452H

POWERPLAY TURBO CRYSTAL
Provides fast Auto Revaction
OFFER 16.99, T453H

SPECTRUM +3 CASSETTE LEADS
Link your Spectrum+3 to your cassette recorder and gain access to your single key action of Spectrum disk based software.
OFFER 3.95, T247H

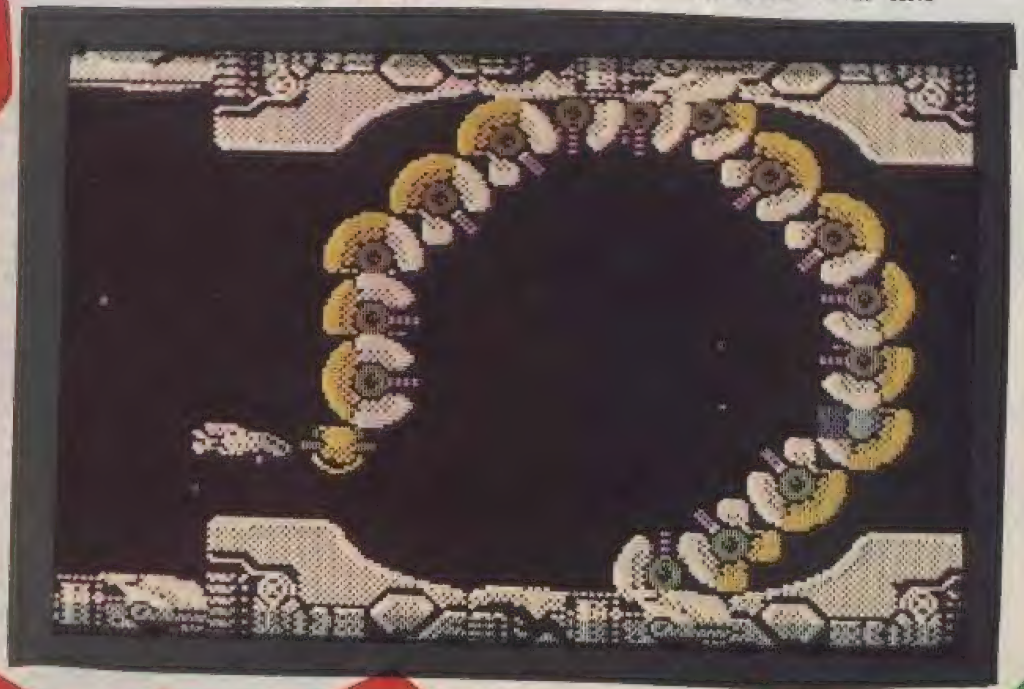
QUICKSHOT 2 - 2 JOYSTICK
Modified Quickshot 2 makes use of second joystick action on the OMICON interface by adding the two joystick trigger switches for independent activation.
OFFER 6.95, C504H

2 ADAPTOR
Links up any Atari-compatible joystick to your SPECTRUM+ 2 and SPECTRUM+3 joystick output ports.
OFFER 2.50, C505H

DIGIT
The low-cost alternative to add-on keyboards, improves the action and feel of the standard Spectrum Plus keyboard by replacing the rubber membrane with individual coil springs and plungers. Provides ultra-light key strokes.
OFFER 7.00, C503H

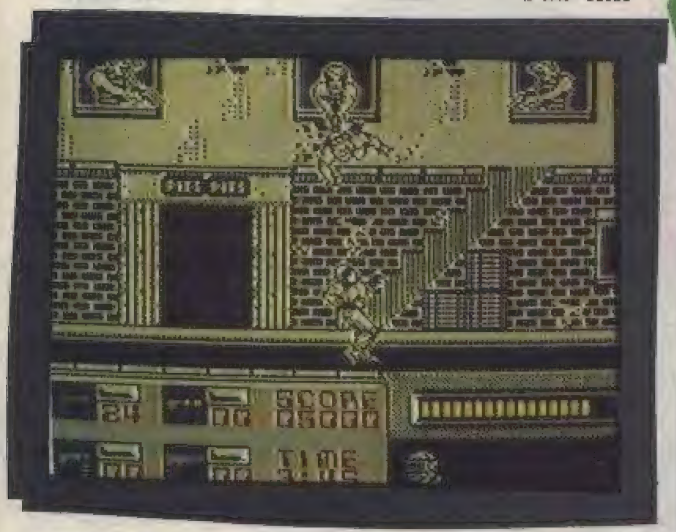
CURRAH MICRO SPEECH
Speech unit - Spectrum sound from your TV. Compatible with all 48K keyed Spectrum and Spectrum+ versions.
CURRAH MICRO SPEECH
OFFER 14.95, C300H

TITLE	LABEL	OFFER	CODE
10 COMPUTER HITS VOL 5 cass	Beau Jolly	£10.40	C422C
10 COMPUTER HITS VOL 5 disk	Beau Jolly	£13.45	C422D
4 SOCCER SIMULATORS cass	Codemasters	£ 7.24	C307C
AFTERBURNER cass	Activision	£10.44	C263C
AIRBORNE RANGER cass	Microprose	£ 7.95	C302C
ARCHON COLLECTION cass	Electronic Arts	£ 7.20	C423C
ARCHON COLLECTION disk	Electronic Arts	£11.95	C423D
BARBARIAN II cass	Palace	£ 7.99	C304C
BARBARIAN II disk	Palace	£11.99	C304D
BATMAN cass	Ocean	£ 7.20	C306C
BATMAN disk	Ocean	£11.95	C306D
BLACK BEARD cass	Kixx	£ 2.99	C409C
BMX FREESTYLE cass	Code Masters	£ 2.99	C430C
CAPTAIN BLOOD cass	Infogrames	£ 7.95	C437C
CAPTAIN BLOOD disk	Infogrames	£11.95	C437D
CLOCKCHESS cass	CP Software	£ 7.95	C402C
CLOCKCHESS disk	CP Software	£11.95	C402D
DARK FUSION cass	Gremlin Graphics	£ 6.44	C425C
DARK FUSION disk	Gremlin Graphics	£10.44	C425D
ESPIONAGE cass	Grandslam	£ 7.20	C301C
ESPIONAGE disk	Grandslam	£11.95	C301D
FIST'N'THROTTLES cass	Elite	£10.44	C416C
FIST'N'THROTTLES disk	Elite	£11.99	C416D
FLIGHT ACE cass	Gremlin Graphics	£11.99	C413C
FLIGHT ACE disk	Gremlin Graphics	£14.49	C413D
GAME SET & MATCH 2 cass	Ocean	£10.40	C417C
GAME SET & MATCH 2 disk	Ocean	£14.45	C417D
GIANTS cass	US Gold	£10.44	C415C
GIANTS disk	US Gold	£16.99	C415D
HELLFIRE ATTACK cass	Martech	£ 7.24	C403C
HELLFIRE ATTACK disk	Martech	£11.99	C403D
HISTORY IN THE MAKING cass	US Gold	£19.99	C418C
HUMAN KILLING MACHINE cass	GO!	£ 7.24	C428C
HUMAN KILLING MACHINE disk	GO!	£10.44	C428D
INCREDIBLE SHRINKING SPHERE cass	Electric Dreams	£ 7.99	C429C
INCREDIBLE SHRINKING SPHERE disk	Electric Dreams	£11.99	C429D
INTERNATIONAL RUGBY SIM cass	Codemasters	£ 1.99	C400C
INTO AFRICA cass	Rack-It	£ 2.99	C431C
KARATE ACE cass	Gremlin Graphics	£10.44	C414C
KARATE ACE disk	Gremlin Graphics	£11.99	C414D
KONAMI ARCADE COLLECTION cass	Imagine	£ 7.95	C410C
LAST DUEL cass	US Gold	£ 7.24	C408C
LAST DUEL disk	US Gold	£10.44	C408D
LAST NINJA 2 cass	System 3	£10.44	C254C
LAST NINJA 2 disk	System 3	£11.99	C254D
LED STORM cass	US Gold	£ 7.24	C406C
LED STORM disk	US Gold	£10.44	C406D
LIVE AND LET LIVE cass	Domark/Elite	£ 7.24	C258C
LIVE AND LET LIVE disk	Domark/Elite	£11.99	C258D
MINI-PUTT cass	Electronic Arts	£ 7.20	C259C
MINI-PUTT disk	Electronic Arts	£11.95	C259D
NETHERWORLD cass	Hewson	£ 6.40	C305C
NETHERWORLD disk	Hewson	£10.40	C305D
OBLITERATOR cass	Melbourne House	£ 7.99	C436C
OPERATION WOLF cass	Ocean	£ 6.40	C256C
OPERATION WOLF disk	Ocean	£11.95	C256D
PACMANIA disk	Grand Slam	£ 7.20	C253C
POWERPLAY cass	Players	£ 1.99	C300C
PRO SKATEBOARD SIM cass	Codemasters	£ 1.99	C401C
R-TYPE cass	Electric Dreams	£ 7.99	C251C



TITLE	LABEL	OFFER	CODE
RETURN OF THE JEDI cass	Domark	£ 7.95	C404C
RETURN OF THE JEDI disk	Domark	£11.95	C404D
REX cass	Martech	£ 7.24	C257C
REX disk	Martech	£11.99	C257D
ROBOCOP cass	Ocean	£ 6.40	C262C

TITLE	LABEL	OFFER	CODE
THE MUNSTERS cass	Again Again	£ 7.99	C407C
THUNDER BLADE cass	US Gold	£ 7.24	C256C
THUNDER BLADE disk	US Gold	£10.44	C256D
TOTAL ECLIPSE cass	Incentive	£ 7.95	C257C
TOTAL ECLIPSE disk	Incentive	£11.95	C257D
TREASURE ISLAND DIZZY cass	Code Masters	£ 2.99	C446C
TRIVIAL PURSUIT/A NEW BEGINNING cass	Domark	£11.95	C259C
TRIVIAL PURSUIT/A NEW BEGINNING disk	Domark	£15.95	C259D
TYPHOON cass	Imagine	£ 6.40	C258C
TYPHOON disk	Imagine	£11.95	C258D
WEC LE MANS cass	Imagine	£ 7.80	C256C
WEC LE MANS disk	Imagine	£11.95	C256D
XENON cass	Melbourne House	£ 6.40	C407C



ROBOCOP disk	Ocean	£11.95	C262D
RUN THE GAUNTLET cass	Ocean	£ 7.24	C435C
RUN THE GAUNTLET disk	Ocean	£11.95	C435D
SAVAGE cass	Firebird	£ 7.24	C250C
SKATEBALL cass	Ubisoft	£ 7.24	C405C
SKATEBALL disk	Ubisoft	£11.99	C405D
SPACE ACE cass	Gremlin Graphics	£11.99	C412C
SPACE ACE disk	Gremlin Graphics	£14.49	C412D
SPITTING IMAGE cass	Domark	£7.95	C424C
SPITTING IMAGE disk	Domark	£11.95	C424D
SUPERSPORTS cass	Gremlin Graphics	£ 6.44	C260C
SUPERSPORTS disk	Gremlin Graphics	£10.44	C260D
SUPREME CHALLENGE cass	Beau Jolly	£10.40	C421C
SUPREME CHALLENGE disk	Beau Jolly	£13.45	C421D
TANK COMMAND cass	Atlantis	£ 1.99	C432C
TAITO COIN-OP HITS cass	Imagine	£10.40	C419C
TAITO COIN-OP HITS disk	Imagine	£14.45	C419D
TEN MEGA GAMES cass	Gremlin Graphics	£10.44	C411C
TEN MEGA GAMES disk	Gremlin Graphics	£11.99	C411D
THE DEEP cass	US Gold	£ 7.24	C433C
THE DEEP disk	US Gold	£10.44	C433D
THE IN CROWD cass	Ocean	£10.40	C420C
THE IN CROWD disk	Ocean	£14.45	C420D

THOUGHT PROVOKING CDS COLOSSUS CHESS 4 OFFER!

Check mate! Strategic discussions with CDS software has led to this superb reader deal you can't possibly refuse. Colossus is now available in cassette and disk form:

SPEC48/128/+2 cass OFFER 6.50, T458H
SPEC+3 disk OFFER 8.50, T463H

THE MEGA CHOICE:

*APART FROM OUR HIGHLY RECOMMENDED GAMES LIST, YOU CAN ORDER **ANY GAME** RELEASED BY THE MAJOR SOFTWARE HOUSES TO DATE ON CASSETTE, CARTRIDGE OR DISK.*

OUR OFFER PRICES ARE VALID FOR ANY FULL-PRICED GAMES AND INCLUDE FIRST CLASS POSTAGE AND PACKING – NO OTHER EXTRA CHARGES
LOOK UP THE PRICE OF EACH GAME IN THE OFFER TABLE, ENTER THE OFFER PRICES ON THE ORDER COUPON, THEN ADD THEM UP.
ORDERS FOR TITLES WHICH ARE NO LONGER IN DISTRIBUTION WILL BE RETURNED.
YOU WILL BE REGULARLY NOTIFIED OF ANY DELAYS CAUSED BY LATE RELEASES.

HOW TO ORDER:

WRITE REQUIRED GAME(S) ON ORDER LIST, INCLUDING MEDIA TYPE, COMPUTER AND ORDER CODE (WHERE LISTED).
IF OFFER PRICE NOT INDICATED, CHECK IN AD OR REVIEW FOR CORRECT RECOMMENDED RETAIL PRICE (RRP).
LOOK UP SPECIAL OFFER PRICE AND WRITE ON ORDER FORM.
ADD UP TOTAL AND ENCLOSE CHEQUE OR POSTAL ORDER OR ALTERNATIVELY USE ACCESS/VISA FACILITY (DON'T FORGET TO INDICATE EXPIRY DATE).
REMEMBER:
GAMES ORDERS REQUIRE ORDER CODE OR MEDIA TYPE AND COMPUTER, GARMENT ORDERS ORDER CODE OR GARMENT SIZE, HARDWARE ORDERS ORDER CODE.
INCOMPLETE ORDER FORMS WILL BE RETURNED.

PLEASE RING (0584) 5620 IF IN DOUBT!

PRICES VALID FOR UK/EIRE/EUROPE ONLY.
FOR OVERSEAS ORDERS PLEASE ADD £2.00 PER ITEM FOR AIR MAIL DELIVERY

SOFTWARE OFFER PRICE TABLE

4.99	**3.99**	1.00
5.95	**4.74**	1.20
7.95	**6.40**	1.55
7.99	**6.44**	1.55
8.95	**7.20**	1.75
8.99	**7.24**	1.75
9.95	**7.95**	2.00
9.99	**7.99**	2.00
11.99	**9.99**	2.00
12.95	**10.40**	2.55
12.99	**10.44**	2.55
14.95	**11.95**	3.00
14.99	**11.99**	3.00
19.95	**15.95**	4.00
19.99	**15.99**	4.00
23.00	**18.40**	4.60
24.95	**19.95**	5.00
28.95	**23.15**	5.80
29.95	**23.95**	6.00
34.95	**27.95**	7.00

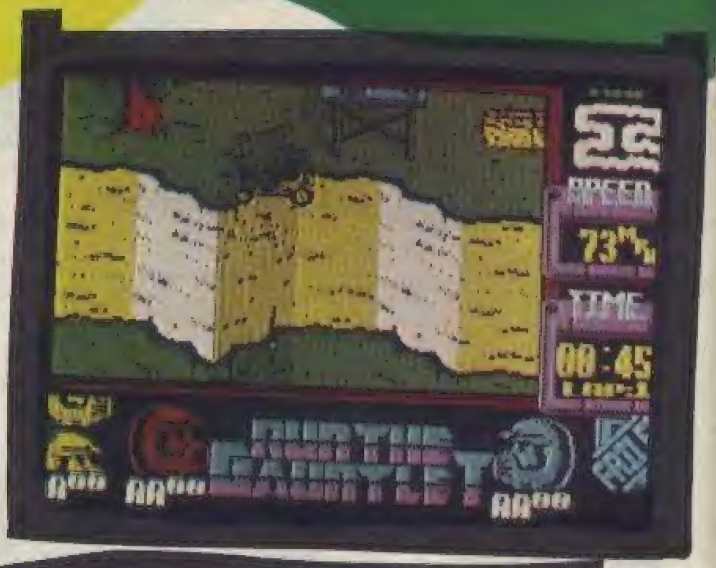
DELIVERY:

NOT ALL LISTED PRODUCTS WILL HAVE BEEN RELEASED AT PRESS TIME.
GOODS WILL BE DESPATCHED AS SOON AS POSSIBLE. CUSTOMERS WILL BE INFORMED OF ANY LONG DELAYS.

BUDGET RANGE

ORDER FOUR GAMES IN THE £1.99 RANGE AND PAY FOR THREE (£5.97 PAYMENT TOTAL) – A SAVING OF £1.99!
ORDER FOUR GAMES IN THE £2.99 RANGE AND PAY FOR THREE (£8.97 PAYMENT TOTAL) – A SAVING OF £2.99!
JUST FILL IN THE NAME AND PUBLISHER OF THE FOUR GAMES REQUIRED AND THE PAYMENT TOTAL OF £5.97/£8.97 (DON'T USE THE OFFER PRICE TABLE)

SUBS OFFER



YOURS FREE: Run The Gauntlet – Ocean's CRASH Smash – or a KONIX Speedking joystick AND a FREE game!! The choice is yours when you subscribe!!!

It's a tough action packed subs offer this month! When you subscribe to 12 future issues of CRASH you get FREE either Ocean's *Run The Gauntlet* (worth £8.99, Smash review page 12) OR a brilliant Konix *Speedking* joystick which comes complete with the excellent game *Thing Bounces Back!* (worth £11.99!) O 'desirable'!

And what's more, if you're already a subscriber you can have either offer for just £5.99! It's a snip!! Hurrah!!

OLd CRASHs

No 4 May 1984
The Quill analysed! The fabled ZX Microdrive appears! Run It Again: Pengo games! Graphics utilities! Living Guide: boardgames, simulations, strategy, adventure!

No 17 June 1985
Denton Designs! Sinclair Story 3! Maps: Knight Lore, Underwurlde! Leonardo graphics! Datel sound sampler! Artist: David Thorpe!
No 18 July 1985
Gremlin Graphics profile! Artist: Bob Wakelin! Map: Gyron Atrium!
No 19 August 1985
CRL profile! Oliposter! Round-up of Basic compilers! Artist: Rich Shenfield! Maps: Dynamite Dan, Shadowfire!
No 20 September 1985
Electronic Pencil Company profile! Maps: Alien 8, Dun Darach!
No 21 October 1985
Holografix profile! Holograms! Map: Nodes Of Yesod! Platinum Productions profile!
No 22 November 1985
Fanzine File! Microdrive tips! Artist: Susan Rowe! Fantasy gamesbooks!
No 23 December 1985
Melbourne House! Computer graphics! Artist: Dave Beeson!
No 24 Xmas 1985/86
Artist: Oliver Frey! Gargoyle Games profile! Lloyd's Lookback! Hewson profile!
No 25 February 1986
Durell profile! Microsphere! FORTH and extensions to ZX BASIC!
No 26 March 1986
St Bride's profile! Spectrum 128! Micronet 800! Multiface 1!
No 27 April 1986
Playing Tips supplement! Mel Croucher! Imagine profile! PBM convention!
No 28 May 1986
Fanzines! Martech profile! Composite Video Interface! SpecDrum!

No 29 June 1986
First PBM Mailbox! Homegrown software! Realtime profile! Maps: Cylu, Sir Fred, Saboteur, Tantalus!
No 30 July 1986
Birth Of A Game! Laser Genius! Maps: Tantalus, Movie!
No 31 August 1986
Software Projects! Word Processing! Maps: Pentagram, Heavy On The Magick!
No 32 September 1986
Programmer: Dave Perry! GAC! Maps: Core, Ghosts 'n' Goblins, Bobby Bearing! Echo Synthesizer!
No 33 October 1986
Programmers: Jon Ritman, Costa Panayi! Maps: Dan Dare, Cauldron II! SpecDrumming!
No 34 November 1986
Programmer: Don Priestley! Genesis Update! Maps: Dynamite Dan II, Equinox, Universal Hero! Music Machine!
No 35 December 1986
Designer: Dan Malone! Computer Advertising! Maps: Glider Rider, Thrust, Lightforce! MIDI!
No 36 Xmas 1986/87
Lloyd's Lookback! Spectrum Music! Maps: Scooby Doo, Heartland, Druid!
No 37 February 1987
John Richardson: Jetman! CRASH Reviewers revealed! Match Day Challenge! Maps: Fairlight II, Firelord, Avenger, Dandy!
No 38 March 1987
Fanzines! Designer: Bernie Drummond! Maps: Cobra, Impossaball, Uridium! MIDI!
No 39 April 1987
Arcades Update! The Z88! Programmer: Steve Taylor! Maps: Nosferatu, Double Take, Future Knight, Feud!
No 40 May 1987
Playing Tips supplement! Maps: Short Circuit, Antiriad, Conquest, Into The Eagle's Nest, Sceptre Of Bagdad, Dragon's Lair II, Thrust II, Fat Worm Blows A Sparky, Tarzan, Aliens!

No 41 June 1987
Programmer: Mike Singleton! Industry Today! Adventure Trail supplement! Maps: Saboteur II, Head Over Heels! Multitracker! 128 Bugs!
No 43 August 1987
The +3 arrives! Run It Again runs the Gauntlet clones! CRL's 3D Gamemaker! Maps: Enduro Racer, Flash Gordon!
No 44 September 1987
Programmer: David Aubrey-Jones on Mercenary! The Sega Master System! Tech Tips: that Swift Disc! Maps: Vampire, The Curse Of Sherwood!
No 45 October 1987
Run It Again: the kick-'em-ups! The CRASH History Part One! The Budget Booooom! Maps: Game Over, Wonder Boy!
No 46 November 1987
16-page 3D section and glasses! Graphics and Sound Specialists! Maps: Exolon, Panzadrome, Mutants!
No 47 December 1987
16-page Judge Death pull-out! 2000AD's Odyssey! Every Tie-In Ever Made! Run It Again: Those Racing Games! The Christmas List! Maps: Indiana Jones, Dizzy!
No 48 Xmas 1987/88 (January 1988)
Pull-out poster! The CRASH Directory! Going To Bed With CRASH! A second helping of 3D! Maps: Yogi Bear, Mercenary, Tai-Pan!
No 49 February 1988
Level 9 profile! Last Part of CRASH History! Flying Tonight – British Airways' flight simulators! Maps: Wizball, Thundercats, Athena!
No 50 March 1988
16-page Tech Niche supplement focusing on hardware and utilities! Write Your Own Adventures – GAC versus PAW! Maps: Platoon, Andy Capp Handy, Garfield, Driller!
No 51 April 1988
The Best Of British – Ultimate! Strategy Special! Run It Again – the world of 3D games! Maps: Dark Sceptre, Platoon (levels 2 & 3)! More MIDI!

No 52 May 1988
All the Arcade action! Compilation news! Nick Roberts' Playing Tips Special! CRASH Comms – Enter the foyer of Hotel California!

No 53 June 1988
16-page Coin-ops supplement! Microprose revealed! Cecco's log! Maps: Inside Outing, Knightmare! CP/M Emancipation!
No 54 July 1988
Cassette cover mount featuring Dark Side and Last Ninja 2 previews! Mel Croucher on computer games addiction! The Spectre Comms pack reviewed!
No 55 August 1988
Split Screen and Censorship! Atari ST versus Amiga! Adventure Trail Extra!
No 56 September 1988
School work from home! Computers commit murder! PC Showcase – Guide to the Personal Computer Show!
No 57 October 1988
The definitive Crash guide to the All Time Greats supplement! Coin-op arcade action! Commercial breaks – Computers in TV production studios!
No 58 November 1988
Free Sneak Preview Tape featuring Robocop and Total Eclipse! Hackers Show Off! The biggest PC Show ever! Massive R-Type poster!
No 59 December 1988
Another Sneak Preview Tape featuring Thunder Blade and LED Storm! 5 Crash Smashes! Special 32-page Playing Tips section! Comics reviewed! Programmers on programmers! Eurovision – European software! The Xmas Puzzle pages! Mastering the game – a beginner's guide to fantasy roleplaying! Computers in TV!
No 60 January 1989
What! Another Sneak Preview Tape! This time featuring Ocean's Batman and Firebird's Savage as playable demos! The Afterburner Story leaflet! 2 Crash Smashes! LM's 1988 Lookback! Sticks in the Mud – joystick reviewed! Collectable Consumables – compilation reviewed!
No 61 February 1989
SKATE BALL Oli Poster! Report on prototype SAM £150 supercomputer! Electric Nightmares – Electronic enhancement in films! LED STORM Crash Smash!

Nos 1, 2, 4, 8-16 and 42 now out of stock. Sorry!

ORDER FORM

I want to subscribe to 12 issues of CRASH and receive my free gift.
If I already have a CRASH subscription, and it's running out soon I can extend it for 12 future issues – and still get my free gift.
If I am a current subscriber, but do not wish to extend my subscription, I can still get RUN THE GAUNTLET or SPEEDKING JOYSTICK AND GAME for £5.99 each.

Please tick the appropriate box:
- ☐ I enclose £18.00 for a new CRASH subscription mainland UK
- ☐ I enclose £25.00 for a new CRASH subscription outside mainland UK – surface mail
- ☐ I enclose £38.00 for a new CRASH subscription outside Europe – Air mail
- ☐ I enclose £5.99 for the special subscriber offer of RUN THE GAUNTLET or a SPEEDKING JOYSTICK AND GAME.
- ☐ I am a new subscriber
- ☐ I am an existing subscriber. My subscription number is

☐☐☐☐☐☐☐☐

Please extend my subscription starting with issue No:

☐☐

Please send the following FREE gift:
- ☐ RUN THE GAUNTLET cass
- ☐ SPEEDKING JOYSTICK AND GAME

EARLY WARNING!
If you wish you subscription to commence with Issue 63, we must receive you coupon no later than 8th March 1989

Please allow 28 days for your free gift.

EARLY WARNING:
If you wish your sub to commence with Issue 63, we must receive your coupon no later than 6th March 1989.

Please allow 28 days for your free gift.

Please supply the following **BACK NUMBERS** (Circle required items):

4 17 18 19 20 21 22
23 24 25 26 27 28 29
30 31 32 33 34 35 36
37 38 39 40 41 43 44
45 46 47 48 49 50 51
52 53 54 55 56 57 58
59 60 61

NORMAL BACK ISSUES £1.45 (Inclusive P&P)
XMAS ISSUES £2.15 (Inclusive P&P)

OVERSEAS PLEASE ADD £0.80 TO ABOVE PRICES

SPECIAL QUANTITY DISCOUNT:
Order FOUR Issues and pay for THREE.

The Special Software Discount Offer Prices only apply to recommended retail prices for software, not to already highlighted, discounted special offers, hardware and other goodies. No other discounts may be applied.

CODE	ITEM	MEDIA	PRICE

TOTAL		
SUBS TOTAL		
BACKISSUES TOTAL		
ORDER TOTAL		

MY COMPUTER IS: ☐☐☐☐☐☐☐☐

Please use BLOCK CAPITALS

Name .....

Address .....

.....

.....

..... Postcode .....

Please make cheques/postal orders payable to CRASH. It is best to avoid sending cash payments. Please DO NOT enclose ANY order with mail to the EDITORIAL side of the magazine as this will result in DELAYS! Send your orders to the address below.

- ☐ I enclose a cheque/p.o. for £ ☐☐☐☐☐
- ☐ I wish to pay by **VISA/ACCESS** (Delete as appropriate)

Please debit my VISA/ACCESS ACCOUNT £ ☐☐☐☐☐

Please charge my account No

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Expiry Date _____ Signature _____

Access VISA

SEND THIS FORM TO:
CRASH HYPERMARKET, PO BOX 20, LUDLOW, SHROPSHIRE SY8 1DB

MONITOR

At the turn of the century that new fangled gizmo, the X-ray machine, was installed in shoe shops so customers could see the bones of their toes wiggling in their new hush puppies. Forty years ago smoking was the healthy thing to do, promoted by movie stars like Ronald Reagan. Nowadays we know better, of course . . .

THE ZAPPING OF BRITAIN

After a brief spell as Father Christmas, MEL CROUCHER now returns in cape and tights as Captain Paranoia. The British Government, multinational electronics firms, the US Military – they're all out to get you. Unless you want your eyes to be hardboiled by the time you're 24, read the full exposé . . .

Nobody in their right minds would shove their head in a microwave oven and switch it on, would they? Nobody with any sense would keep a live x-ray machine as a household pet, would they? Nobody with any inside knowledge would stand for days on end in front of a radar dish until it fried their eyes out, or would they? As a matter of fact, they would. You would. You probably do, and I certainly do. My softening brain is no more than four feet from one such radiation source at this very moment. What I am talking about is my computer screen. What all these devices have in common is that they emit electromagnetic waves. These waves don't rip great wads of electrons off molecules the way nuclear bombs do, rather they leave them in place but give them a tickle. This sort of wave is known as 'non-ionising' radiation. It is not only seeping out of your monitor, it crops up all over the place: around power cables, TV transmitters, even light bulbs, and it is very, very dangerous stuff indeed.

Unlike most wave forms, these non-ionising waves don't occur in nature, and human beings have not had any time to develop any resistence to them. I am aware that some readers are going to accuse me of scare-mongering and sensationalism, so let me give you a few facts (and every one of them is well documented and proven).

ENERGY FOR DEATH

In 1954 a radio technician named **Sam Yannon** was working for the New York Telephone Company, when he was given the job of running TV transmissions from the top of the Empire State Building. By 1965, doctors began to suspect that some sort of electrical waves were affecting his sight, his hearing and his mind. When he died in 1974, he weighed less than five stone, and his brain and body had fallen to bits. Legal history was made when his widow was awarded huge damages from the company, who were accused of killing him off with non-ionising radiation. Since then the American lawyers have gone to town, hitting back at the techno-killers left, right and centre, and more importantly, winning cases against computer companies, radar operators and TV stations. In one spectacular case a Texas court ordered a telephone company to fork out $25 million compensation for stringing up power cables over a school playground. A link with leukaemia was found!

Today in the USA, the Soviet Union and several enlightened European countries, the running of power cables near civilian buildings is illegal. They understand the risks and have banned this stupid practice. In Britain, the Government still denies that there is a problem, with the result that there are no laws prohibiting it. With the privatisation of electricity coming up this is even more a cause for concern.

RAY-GUNS FOR THE NINETIES

In 1959, a boffin from Czechoslovakia named **Karel Marha** used non-ionising rays on rats. The rodents got confused, then they

went crazy, and then proceeded to die of convulsions. In the same year, the Americans discovered that the Russians were bombarding their Embassy in Moscow with similar bonkers-beams, but didn't tell their own staff for twenty years, apparently because they did not have a clue how to deal with the death rays. 50% of their Ambassadorial staff subsequently died of cancer, and 25% developed rare blood diseases. Now, those diplomats who are still alive are suing the socks off their own government.

The Americans learned a lesson or two from the Russians, though, and the next generation of anti-personnel weapons is already is use. Yes, folks, Ray Guns have finally crawled off the sci-fi pages and into the modern military arsenal. But they ain't called lasers; in tribute to our sister magazine they're known as 'Zappers'.

Before these futuristic weapons could be used on the battlefield they had to be tested, of course, and where better than Greenham Common where a bunch of unarmed peace women were causing a bit of a ruckus. Since 1984 there have been 889 proven cases of the effects of Zapping on Greenham Women – all confirmed by doctors – including inability to move or think, sickness, irregular bleeding from the gums, nose and vagina (the latter in women aged over 60!), sunburn during the night and sensitivity to electrical objects like transistor radios and strip lights. When the Zapped women left the area around the missile base their symptoms disappeared, only to return when they were Zapped again. The code names for the weapons used are the Photic Drive, the Squawk Box and the Valkyrie.

This rather uncivilized scam was finally blown in December 1988, when the former Deputy Director of the US Defence Nuclear Agency, **Dr Theodore Taylor**, told a conference in London that the next generation of microwave weapons were already off the drawing boards. Taylor then proceeded to give details of what the doctors had already confirmed.

TECHNOSTRESSED

'But what's all this got to do with me playing computer games and using my word processor?' I hear you mumble. Keep reading, gentle reader, keep reading. The latest fashionable disease is something the media have labelled 'Yuppie Flu' – you feel lousy, your resistance to all the usual bugs is lowered, and you don't know what's causing it. Chances are you work or play with a computer.

The Health Ministry denies that there is any link. But in 1981 the National Institute of Occupational Safety and Health showed that certain groups of workers suffered what they called 'technostress'. The groups included air-traffic controllers, TV producers, radar operators and (very surprisingly) video typists. It was only after the report was published that the researchers realised what the hell technostress really was. At first they'd thought it was caused by the pressure of work, but then someone came up with a very simple equation: the longer a worker sat in front of a computer monitor, the worse the symptoms got. The most technostressed groups of all were not air-traffic controllers, who work short shifts, but VDU operators sitting in front of their machines all day, every day: people like typists, travel agents and (god help me) journalists. We were all voluntarily Zapping ourselves!

Suddenly, other facts and figures began to fall into place, such as the fact that four out of seven pregnancies in a single Canadian office (the *Toronto Star* newsroom, 1979) resulted in deformed babies. All the women used VDUs. More scientific research has resulted in hard evidence, none more so than the shocking results of a survey of 1583 pregnant Californian women, undertaken by **Kaiser Permanente** last June. This proved that pregnant women who worked at computer terminals for more than twenty hours a week run an 80% greater risk of miscarriages and giving birth to deformed babies, as compared to women who do similar jobs without using computers.

I am sad to report that although the evidence is overwhelming, and despite the fact that over 17 countries have now passed laws controlling the use of computers in the workplace, here in Britain we are taking no urgent action whatsoever. This is a national scandal! Are the lives of British computer users less valuable than those in Sweden, Russia or Italy? I think not. The first proper British study is under way in Reading, where the spontaneous abortion rate of up to 400 women VDU operators is being studied, and the results will be out later this year. Big deal! There is no need to wait for this report, because the evidence is already here. It was published last October by the **United Nations International Labour Organisation**, and CRASH readers might like to know what the United Nations has recommended should be *law* in Britain.

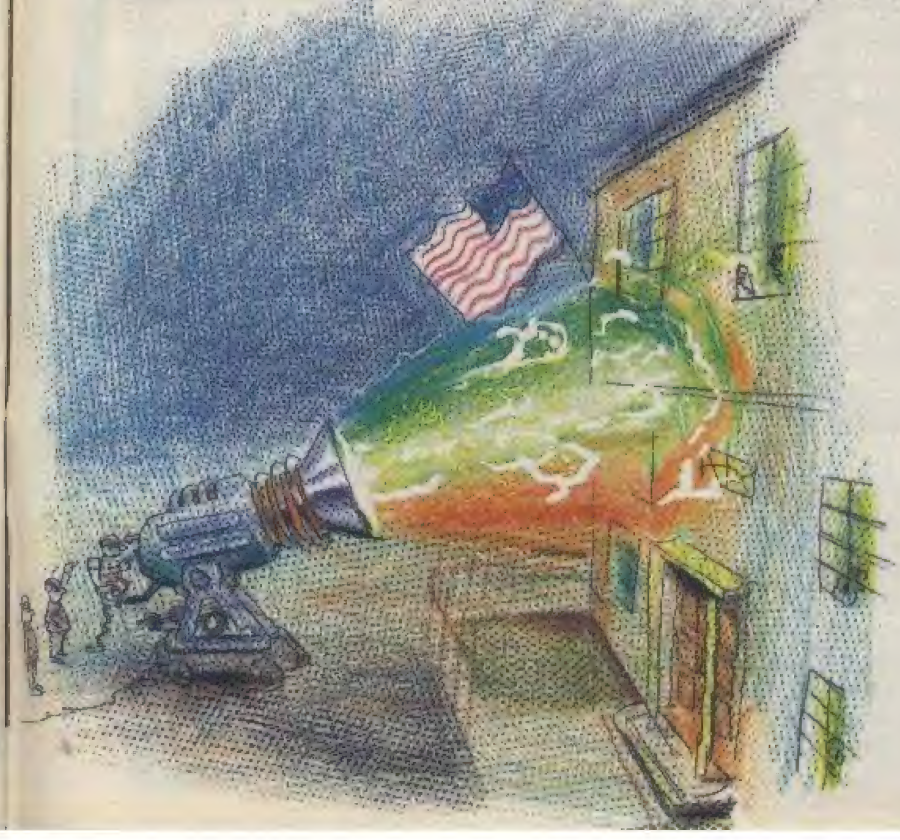
UNITED NATIONS ILO PROVISIONS & ME

The provisions are that:

- Computer operators should take a minimum ten minutes break after a maximum of two hours work. Preferably, VDU operators should have a 15 minute break after only one hour in front of a VDU.
- VDU work should not be longer than twenty hours a week, and it is recommended that the limit is four hours a day with a maximum set at six hours in any day.
- Computer operators should have an eye test before being stuck with a job that plonks them in front of a screen, with regular eye tests every three months. (The costs of these tests, as well as any necessary glasses or contact lenses should be paid for by the employer!)
- Pregnant women must have the option of being transferred to non-VDU work, without any loss of pay, promotion prospects or job status.
- Jobs should be designed so that computer work is alternated with other tasks to avoid boredom, stress and 'non-ionised' radiation hazards.
- Computer manufacturers should shield their machines from leaking electromagnetic radiation by shoving VDUs inside an earthed cage.

I reckon the chances of any of these items becoming law in the offices, schools and factories of Britain in the foreseeable future are less than zero. In fact, just as recently as December 7 of last year the **House of Lords** rejected the **European Commission**'s recommendation for VDU users, saying that they had no evidence that they are a health hazard. Such complacency is worrying to say the least.

But what you do in your own home, with regard to your own computer, is up to you. Make up your own minds, and maybe now you've read these facts you will change your computer habits. If you ignore them, the chances of you becoming a 'Technostressed Zapped' statistic are higher than mine, because I've just switched to a battery-powered LCD display machine for my work.



E&J

GREAT STRATEGY GAMES

From E & J Software

E&J

TREBLE CHAMPIONS

A Classic NEW Football Strategy Game – Can you Win The League, The F.A. Cup & The League Cup – 4 Divisions of 20 Teams + 1 Div. 20 Non League Teams – Details of OVER 1500 Players – Results & Leagues ALL Divisions – League Cup with 1st, 2nd Rnds + S/Finals over 2 Legs – F.A. Cup includes Non League – Transfer Market buy ANY PLAYER ANY DIVISION – 3 Skill Levels – Start ANY Division + FULL PLAY OFF COMPETITION – 2 In-Match Subs – Coaching + Fitness Training – PLUS MUCH MORE

EUROPEAN CHAMPIONS

Genuine European Nations Cup Simulation – Full Random Draw of 32 Teams – Fixture List, Results & League Tables ALL 8 Groups – Squad of 22 Players + Other Players Available – Qualifying Matches (Arrange Friendlies) & The Finals – FULL MATCH ACTION with Goals, Free Kicks, Penalties, Injuries, Bookings, Corners, 2 In-Match Subs – Select Team Tactics & Style of Play PLUS MUCH MORE

WORLD CHAMPIONS

A Complete World Cup Campaign on 7 Skill Levels – Select Friendlies – Squad of 25 Players – Qualifying Group + Tour Matches & The Finals – SUPERB TEXT MATCH SIMULATION with Bookings, Goals, Corners, Free Kicks, Penalties, Injuries, Injury Time, 2 In-Match Subs., Extra time, Penalty Shoot-Out, etc PLUS MUCH MORE

CRICKET MASTER

An Outstanding Simulation of One Day International/County Cricket on 3 Skill Levels – Varying Weather, Wicket & Outfield Conditions – Select Batting & Bowling Tactics – Fast, Med. & Spin Bowlers – Team Selection – 4 Types of Batsmen – Select Field Layout – Wides, Byes, No Ball, Run Outs, Misfields, Dropped Catches, Scoreboard, Batting & Bowling Analysis + FULL MATCH OVERVIEW showing BALL BY BALL ACTION and Commentary PLUS MUCH MORE

TEST MASTER

A Cricket Masterpiece Simulating a Full 5 Day Test Match – Includes Most of the Features of Cricket Master with FULL MATCH OVERVIEW & Commentary – Declarations, Follow-On, Nightwatchman, Light Meter, Rain/Bad Light Stops Play, Varying No. of Overs per Day – New Ball – Save Game – PLUS MUCH MORE – THE ULTIMATE CHALLENGE for all Cricket Enthusiasts

Software Availability	Spectrum 48/128K Tape	Spectrum 48/128K Disc	Commodore 64/128K Tape	Commodore 64/128K Disc	Amstrad CPC Tape	Amstrad CPC Disc
Treble Champions	9.95	13.95	N/A	N/A	N/A	N/A
European Champions	8.95	12.95	N/A	N/A	8.95	12.95
World Champions	7.95	11.95	7.95	10.45	7.95	11.95
Cricket Master	7.95	11.95	7.95	10.45	7.95	11.95
Test Master	8.95	12.95	N/A	N/A	8.95	12.95

FANTASTIC DISCOUNTS

Buy 2 games deduct £3.00
Buy 3 games deduct £5.00
Buy 4 games deduct £7.00
Buy 5 games deduct £12.00

All prices include postage & packing & full instructions. All games in stock now for immediate despatch by first class post.
(Add 50p per Game outside UK or £1.50 per Game for Air Mail outside Europe. Payment in Pounds Sterling Only).
Please state which machine and specify tape or disc. Cheques or Postal Orders payable to **E & J SOFTWARE.**
Send to E & J SOFTWARE, Room 3, 37 Westmoor Road, ENFIELD, Middx. EN3 7LE

DUKES MAIL ORDER
COMPUTER GAMES AND ACCESSORIES
SEND FOR OUR FREE CATALOGUE
THOUSANDS OF GAMES AND ACCESSORIES
FOR ALL MAKES OF COMPUTERS

SEND TO: DUKES MARKETING (MAIL ORDER)
25 MARKET STREET
BRIDGEND
MID GLAMORGAN
SOUTH WALES

The Instant Catalog

10 Computer Hits Vol 5	8.95	E Lineker's Hotshot	5.50	Question of Sport	9.99
10 Great Games Vol 3	8.95	Game Over II	8.50	R Type	8.45
1943 Battle of Midway	6.25	Game Set And Match 2	8.75	Rambo III	5.95
4 Soccer Simulators	5.45	Gamet Winter Edition	5.99	Return of the Jedi	6.45
5 Pak Vol 3	6.45	Garfield	5.99	Rex	4.75
After Burner	6.45	Giants	9.99	Ring Wars	5.99
Alien Syndrome	7.95	Gold Silver Bronze	9.99	Risk	5.99
Artura	5.99	Guerrilla War	5.25	Road Blasters	5.99
Barbarian 2	6.45	Gunship	6.45	Robocop	5.25
Bard's Tale	6.50	Hellfire Attack	6.75	Run Of The Rovers	5.25
Batman Caped Crusader	5.95	History in the Making	16.95	SDI	6.45
Bionic Commando	6.65	Impossible Mission II	6.99	Salamander	5.25
Black Tiger	5.95	In Crowd Compilation	8.75	Samurai	5.99
Bombuzal	5.50	Incredibly	5.25	Savage	5.95
Butcher Hill	5.50	Karate Ace	8.95	Salient Service	5.45
Carrier Command	9.95	Konami Arcade Collection	6.95	Soldier Of Fortune	5.25
Chrono Games	6.25	LED Storm	6.45	Space Ace	8.95
Command Performance	9.50	Lancelot	9.95	Space Racer	5.99
Computer Hangman & Diary	6.50	Laser Squad	6.25	Splitting Image	6.45
Cybernoid II	5.50	Last Ninja II	8.95	Street Fighter	5.95
Daley's Olympic Challenge	6.45	Leader Board Par 3	9.99	Strip Poker 2 Plus	5.25
Dark Fusion	5.50	Live Ammo	6.99	Super Hang On	6.45
Dark Side	6.45	Live And Let Die	5.99	Super Sports	5.50
Deep	6.50	Magnificent Seven	6.95	Superman Man of Steel	5.99
Double Dragon	5.50	Marauder	5.95	Supreme Challenge	8.75
Dragon Ninja	5.95	Mario's Christmas Box	6.95	T Wrecks	5.25
Dynamic Duo	5.50	Mega Games Vol 1	8.95	Taito Coin Op Hits	8.95
Echelon	8.95	Megaplay Vol 1	6.99	Techno Cop	5.50
Empire Strikes Back	6.45	Mickey Mouse	5.25	Thunder Blade	6.50
Exploding Fist Plus	5.25	Motor Massacre	5.50	Tiger Road	6.25
F 16 Strike Eagle	6.45	Munchen + 128 Pack	5.50	Times of Lore	6.50
Fernandez Must Die	5.99	Munsters	6.50	Total Eclipse	6.45
Final Assault	6.75	Night Raider	5.25	Track Master	5.50
Firts N' Throttles	[illegible]	Off Road Racing 4x4	5.99	Trackball Manager	6.45
Flash Ace	5.95	Operation Wolf	5.50	Trivial Pursuit 48K	9.99
Football Director	6.45	Overlander	5.25	Typhoon	5.75
Football Manager 2	[illegible]	P Beardsley Int Football	5.25	Ultimate – The Hunter	5.95
Frog Fights Back	5.99	Pacmania	5.50	Victory Road	5.25
Frank Bruno's Big Box	9.75	Pepsi Mad Mix Challenge	5.50	Vindicator	5.99
G B Hero	5.50	Power Pyramids	[illegible]	We are the Champions	6.95
G Gooch's Star Cricket	5.50	Pr. Soccer Simulator	5.95	Wec Le Mans	5.99

PLANET'S Best Buy EST. 1988

INSTANT, Boston House, Abbey Park Road, Leicester LE4 5AN
Mail Order Only. State Computer's make and model.
P&P: 50p on orders under £5. EEC 75p per title.
Whole World £1.50 per title for Air Mail.
New titles sent on the day of release.
0533 510102
FOR DISK PRICES & NEW RELEASES PLEASE RING US.

VECTOR SOFTWARE

SPECIALISTS IN MAIL ORDER

VECTOR SOFTWARE
10 Barleymow Passage
Chiswick
London W4 4PH

In November/December issues of CRASH the telephone number for Vector Software was printed incorrectly.

It should be: – **01-878 6025**

AT LAST!

SPECTRUM SPARES

AT REALISTIC PRICES
All prices include post/packing, handling and VAT

ULA 6C001	£11.99	SPECTRUM K/BOARD MEMBRANE	£4.99
128k ROM	£11.99	SPECTRUM K/BOARD MAT	£8.99
Z80A	£2.99	SPECTRUM K/BOARD TEMPLATE	£4.99
7805 REG	£1.49	SPECTRUM+ MEMBRANE	£9.99
4116 RAM	£1.49	MODULATOR	£9.99
SPEC PSU	£10.49	S/MANUAL	£22.99

Remember all prices include P & P, handling and VAT
Full spares list available / Trade enquiries welcome
Access/Visa or Postal Order Cheques.
SPECTRUM REPAIRS £ 9.99 + PARTS+CARRIAGE+V.A.T.

ELECTRONIC SERVICES

176 VICTORIA ROAD WEST, CLEVELEYS, BLACKPOOL FY5 3NE
Tel. (0253) 822708

COMPUTER REPAIRS

Fixed Super Low Prices!
Inclusive of parts, labour and VAT

FIRST AID FOR TECHNOLOGY

1 week turnround

★ SPECIAL OFFERS ★

SPECTRUMS	£14 + Free Game	AMSTRAD 464	£32 + Free Game
SPECTRUM 128	£18	C64	£22 + Free Game
SPECTRUM +2	£22 + Free Game	C16	£18
SPECTRUM +3	£32	BBC	£38
SPECTRUM P.S.U. for sale	£10	ELECTRON	£29
SPEC JOYSTICK INTERFACE for sale	£6.50	C64 P.S.U. for sale	£20
VIC 20, C+4	£22		

Please enclose payment with item – 3 month warranty on repair
Please enclose advert with repair

W.T.S. ELECTRONICS (CR)
Studio Master House, Chaulend Lane, Luton, Beds. LU4 8EZ. Tel: 0582 491 949

All rights reserved

THE MARCH CHARTS

TOP 20 GAMES

1(1)	**ROBOCOP** *Ocean*	**Chris Hewson**, Cheadle	81210
2(3)	**BATMAN** *Ocean*	**John Price**, Lincoln	100%/69%
3(4)	**OPERATION WOLF** *Ocean*	**Dale Berry**, Beccles	535154
4(5)	**R-TYPE** *Electric Dreams*	**Gary Milne**, Milton Keynes	83100
5(2)	**THUNDER BLADE** *US Gold*	**Shaun Clemens**, Plymouth	105250
6(7)	**AFTERBURNER** *Activision*	**Simon Bodymore**, Chirk	8252870
7(8)	**DOUBLE DRAGON** *Melbourne House*	**Richard Ward**, Farnborough	92220
8(6)	**TOTAL ECLIPSE** *Incentive*	**Ian Leach**, Castleford	1597500
9(11)	**SAVAGE** *Firebird*	**Matthew Lay**, Kennington	3440
10(10)	**RETURN OF THE JEDI** *Domark*	**Jaco Cebula**, Dunfermline	65000
11(15)	**CYBERNOID II** *Hewson*	**Paul Salkeld**, Chapeltown	110000
12(13)	**19 PART ONE – BOOT CAMP** *Cascade*	**The Gamester**, Birmingham	224754
13(9)	**DALEY THOMPSON'S OLYMPIC CHALLENGE** *Ocean*	**Danny Fox**, Hampton Magna	786942
14(12)	**FOXX FIGHTS BACK** *Imageworks*	**Philip Brown**, Reading	97150
15(16)	**PAC-MANIA** *Grandslam*	**Dave Collins**, Liverpool	478,450
16(19)	**MATCH DAY II** *Ocean*	**Chris Delahunty**, Thetford	6-0
17(►)	**ROADBLASTERS** *US Gold*	**Stephen Thwaites**, Keswick	947230
18(20)	**BIONIC COMMANDO** *GO!/Capcom*	**Richard Walton**, Ashford	290300
19(18)	**TARGET; RENEGADE** *Imagine*	**Anthony Brown**, Oldham	1642900
20(►)	**CYBERNOID** *Hewson*	**Daniel Blunden**, Luckfield	84801

TOP 10 MUSIC

1(1)	**LED STORM** *GO!/Capcom*	**Tim Follin**
2(4)	**CYBERNOID** *Hewson*	**Dave Rogers**
3(2)	**JOE BLADE II** *Players*	
4(5)	**AMAUROTE** *Mastertronic*	**Dave Whittaker**
5(3)	**BIONIC COMMANDO** *GO!/Capcom*	**Tim Follin**
6(8)	**CYBERNOID II** *Hewson*	**Dave Rogers**
7(6)	**ROBOCOP** *Ocean*	**Jonathan Dunn**
8(7)	**PAC-MANIA** *Grandslam*	**Ben Daglish**
9(10)	**OPERATION WOLF** *Ocean*	**Jonathan Dunn**
10(9)	**TARGET; RENEGADE** *Imagine*	**Gary Biasillo**

TOP 10 VIDEOS

1(1)	**ROBOCOP** *Virgin*	*Peter Weller tackles a ruthless gang*
2(3)	**PREDATOR** *CBS/Fox*	*More renegade action from Schwarzenegger*
3(2)	**E.T.** *CIC*	*Spielberg's lost alien phones home*
4(►)	**STAKEOUT** *Touchstone*	*Two cops spy on Madeline Stowe*
5(6)	**THE UNTOUCHABLES** *CIC*	*De Palma's classy gangster movie*
6(–)	**THE WITCHES OF EASTWICK** *Warner*	*Three women meet devilish Jack Nicholson*
7(►)	**THREE MEN AND A BABY** *Touchstone*	*Batchelor trio go gaga over infant*
8(►)	**SUSPECT** *RCA/Columbia*	*Tense drama starring Cher*
9(4)	**PLATOON** *RCA/Columbia*	*Oliver Stone's Oscar-winning 'Nam film*
10(►)	**DEATH WISH IV: THE CRACKDOWN** *Cannon*	*Bronson administers more 'justice'*

For information on Charts and Scores and how to cast your vote, turn to page 93.

RATS, PUCKS, BALLS AND POP

Relieved to be back to his full page IAN LACEY takes a look at some distinctly offbeat PBM games . . .

WELL I don't know about you but I can't wait for April's **4th British PBM Convention**, to be held at an as yet undecided London address. It should be a good event, so be there! Now on with the reviews.

WHERE'S ROLAND?

Car racing seems a strange subject for PBM, but ***RatRacing*** proves to be a pretty fun game. For your £3 start-up fee you get two rulebooks, one with essential game rules, the other with an amusing and informative running commentary.

All the racing drivers are different people, created by the players' distribution of points amongst various driving skills (cornering, overtaking etc). However, the cars – or Rats as they are called – all drive the same; four wheels and electric engines with left-hand button for braking, right-hand button for accelerating. This means it's up to the drivers' skills and judgement, not the cars' abilities.

Turn results come in two sections. First you receive a personal results sheet with detailed analysis of every manoeuvre you made in the race, a final placings list, 'extra activities' and an updated character analysis. The second part of the turn results goes to all players and is a commentary on the race.

The quantity and quality of information in the turns represents good value for money at £1.25 a throw. Moreover, every other turn you receive a map of the next two racing circuits with their cornering speeds and braking distances. These are used when you write your orders. You decide whether to go faster or slower, or to brake earlier or later than recommended. Many other features affect performance though, such as morale, skills, health and reactions. Overall, *RatRacing* is very enjoyable with computer-moderation to give fast and unbiased results. I think it deserves a larger audience than it has seen to date. £3.00 start-up fees should be made payable to **Darren Cook** at *RatRacing*, **92 Cromer Road, Hellesdon, Norwich, Norfolk, NR6 6XN.**

ON ICE

Slapshot is an ice hockey simulation from **Tactics Play By Mail Games**. The game remains very true to the sport, using the rules, jargon and team names. For your £5 start-up fee you get an A4 rulebook explaining the rules of ice hockey and the PBM game. Best of all, though, is the wealth of info gained with each turn. You get a turnsheet; a description of your next opponent's playing strategy; a detailed report of your last game; less detailed reports on all league games, an update on the league tables and occasionally a newsletter with lists of the league's best players; rumours; news and reports from the college ice hockey scene so you know which rookies to look out for. Obviously that lot doesn't come cheap, but I think it warrants the £2 price tag. A great game if you're anything of an ice hockey fan and a lot of fun even if you're not. Contact: Tactics PBM, **25 Low Friar St., Newcastle-upon-Tyne, Tyne & Wear NE1 5UE.**

BE ELTON JOHN

Ideal Games is the creation of **Dan McCrossan** and begins trade with the launch of two computer-moderated PBM games. The first is a rather run-of-the-mill football manager game called ***Soccer Boss***, still its presentation is above-average and the price is appealing. Start-up is totally free which gets you a nice, although pretty brief, rulebook and a starting position. From then on turns are 80p per fortnight for two or more matches.

Their second game is a simulation of the pop world! ***Pop Star*** has you as a singer, or band, desperate to top the charts. With good videos, stage performances, TV appearances and lots of boasting you too can try and con your way to stardom. Alternatively you could try writing good songs, but why bother? Nobody else seems to! The price is the same as *Soccer Boss*, and the address is: **Dan McCrossan, Ideal Games, 72 Townsend Street, Strabane, Co Tyrone, N Ireland BT82 8HY.**

DORMITARY FANTASIES

The latest computer-moderated fantasy wargame from **Games Laboratory** is ***Magelords Of Dorm***. Set on the planet Dorm (originally designed for their RPG *Further Into Fantasy*), players act as major leaders of a Dormian army. The action takes place on an island, a rough map of which is provided in the rulebook. The map shows the position of fifty settlements. On your turnsheets a computerised version of the map gradually builds up as you explore. At first you seem very isolated, but in truth the other magelords are only four or five squares away. Fighting starts quickly, getting rid of weaker magelords and setting play up for later stages. The object of the game is to become the one ruling magelord. This is accomplished by controlling a hundred squares for three consecutive turns.

You control your entire economy and war effort. It is also possible to intervene in your armies' actions by lending moral or physical support using magik. You control your armies with a choice of five actions combined with six strategies, and a choice of eight directions. It is possible to control forty armies, but you can only order three – so you must get your priorities right near the game's end. You may also hire heroes to fight alongside your army generals for extra power.

Magelords Of Dorm is a great fantasy wargame. The start-up package contains a high quality 32-page A5 rulebook, two free turns, a list of other players' names and addresses and a postcard-style starting sheet. The text is a little confused, but creates a great atmosphere, and the game is easy to get into. Normally a start-up pack costs £1, but **The Games Laboratory** have agreed to let us have 50 free start-ups. To get one draw, or write a description of, a Magelord of Dorm. it doesn't have to be a long description or great picture, just so long as it's got atmosphere. Send your entries, or (if you're not artistically inclined) a cheque for £1, to The Game Laboratory, **PO Box 127 Swindon, Wiltshire SN3 6PW.**

That's my lot, and if you decide to go to the convention why not look out for a neatly presented individual (smart clothes, polished shoes, slick hair, cleanly shaven etc.) . . . he should know where I am if you fancy a chat!

COMMS

This month CRASH's very own Comms Gnome, PAUL EVANS, takes a look at a rival to Micronet . . .

FINALLY I can breathe again, back to a whole page, hurrah! Now how about a tour of an alternative world to Prestel. It has the rather unusual title of ***The Gnome At Home***. This system is, without doubt, the most famous independent database on-line.

HEADLESS GNOMES

The Gnome At Home started around 1983, with software custom-written by the Sysop (codename!), and has been growing ever since. It now supports contributors, who can rent frames and start up Special Interest Groups (SIGs). Recently subscriptions began to be charged, with special benefits for subscribers, and the system so popular it's hard to get a connection. A large part of its appeal is the widespread humour, with every *n* preceded by a *g*, in typical gnome fashion.

I used one of the two 'free' lines for unregistered users (I'm joining soon!). Once you have registered your name, you get your head bitten by the Auto-Gnome (Aug). This beast makes sure nobody hogs the lines, preventing other users from accessing the board. When you first enter the system, Aug tells you how busy the lines are and gives you a time to leave by. Time allowed varies from a couple of hours to just half a hour. Aug also tells you about recently-updated areas and special offers from Sysop.

Back in the main menu you can enter the grotto. This is a funnier version of the Micronet Gallery: an area where users can hire pages and fill them with anything they please! Among the options are news files from user groups, sports enthusiasts and choc-net, which suffers from being very silly!

Next comes the gnews – a general information centre showing routes to masses of updates and useful topics. For the talkative person, the Babble Boards are a must. Babble Boards allow users to leave messages for others to read.

SUBSCRIBE GNOW

The Gnome At Home is a standard Viewdata system, meaning anyone who uses Prestel should have no problem connecting at a baud rate of 1200/75. It's free to use, but only two phone lines are available to the non-paying users, so logging-on this way could be a bit of a pain! Also, free users are denied certain facilities. However, it's useful if you don't intend using *Gnome* that often.

Now for the subscriptions. If you subscribe to *The Gnome At Home* then you get the following:-

★A separate line from free users that will only be engaged at the busiest of times.
★No Auto-Gnome! Yes, Aug will allow you on-line for very long periods, even when it's busy.
★A chatline! Talk happily to other subscribers with no extra charges!
★An advanced mailbox system for sending messages across the network. You can create your own graphic MBX header that will be shown at the top of your message.
★Rent frames for your own SIG or grotto and edit them!

A further attraction is the recent availability of free telesoftware for the Speccy. New features soon to be launched include a bulk uploading facility for editors of SIGs or grottoes; this will allow the editor (or Sub-Ip) to transmit pre-created frames at high speed to the main computer, saving on phone bills! Also, dynamic frames (basic animation) will soon be available.

Now for the hole-in-the-pocket time . . .

Subscriptions 3 Months – £4.50
1 Year – £18.00
1 Frame Rent 3 Months – £0.50
1 Year – £2.00
Babble Board To Buy – £5.00

To try out *The Gnome At Home* phone **01 888 8894**. It's open 24 hours a day, seven days a week! And if you want to subscribe write off to **Autonomic Systems, 3 Park View Gardens, White Hart Lane, Wood Green LONDON N22 5SH**.

SHADEY BUSINESS

One of the newest and most important sections is the SIGs. Earlier this year, the SIG database was set up for would-be contributors to share their knowledge with others, at little expense. Immediately after this area was opened, many regulars from Micronet moved into *Gnome* so that non-Micronet subscribers could benefit from their vast knowledge. Two particular 'Net SIGs have made a prominent appearance, **Spectacular** and **16/32**, Speccy and ST databases respectively. Both are excellent reading. Spectacular (no connection to the fanzine) is one of the top areas on Micronet for Spectrum owners and *Gnome* has a carbon copy of it continually updated, with a letter section for you to use as well.

Recently a PBM was started on the system, using mailboxes instead of Her Majesty's mail. A game similar to *Shades* may not be far off! This is just a very brief run-down on what's available, the whole thing is massive and the main menu is a poor reflection. Moreover, the fact that it's a database written by enthusiasts makes it a true 'work of heart'.

The character of Jetman is Copyright ©TM 1984/9 Rare Ltd.

WORLDWIDE SOFTWARE
1 BRIDGE STREET
GALASHIELS
TD1 1SW

WORLDWIDE SOFTWARE

WORLDWIDE SOFTWARE
49 STONEY STREET
NOTTINGHAM
NG1 1LX

CREDIT CARD ORDER TELEPHONE LINE

NORTH SCOTLAND N IRELAND OVERSEAS

0896 57004 (24 HOURS)

OVERSEAS EXPRESS SERVICE NOW AVAILABLE

★ OVERSEAS OVERSEAS OVERSEAS OVERSEAS OVERSEAS OVERSEAS ★
★ OVERSEAS CUSTOMERS CAN NOW CONTACT OUR EXPORT DEPARTMENT AT: ★
★ WORLDWIDE SOFTWARE ★
★ 106A CHILWELL ROAD ★
★ BEESTON ★
★ NOTTINGHAM NG9 1ES ★
★ ENGLAND ★

OVERSEAS EXPRESS SERVICE NOW AVAILABLE

OVERSEAS TELEPHONE ONLY
NOTTINGHAM 225368

CREDIT CARD ORDER TELEPHONE LINE

SOUTH MIDLANDS WALES

0602 480779

AMSTRAD NLQ PRINTER MODEL 3250di FOR SPECTRUM +2 AND SPECTRUM +3
INCLUDES CONNECTING CABLES
£189.99

AMSTRAD 2160 DOT MATRIX PRINTER FOR SPECTRUM +2 AND +3
ONLY **£147.99** INCLUDES CONNECTION CABLES

WORLDWIDE SUPER SPECIAL OFFERS ON SPECTRUM SOFTWARE

COMPILATIONS

TAITO COIN-OP HITS
CASS DISK
9.00 13.50

GAME SET & MATCH II
CASS DISK
9.00

OCEAN IN CROWD COMPILATION
CASS DISK
9.00

HEWSON FOUR SMASH HITS
CASS DISK
7.99 11.99

KONAMI ARCADE COLLECTION
CASS DISK
7.25 13.50

LIVE AMMO
CASS DISK
6.99 10.50

MAGNIFICENT SEVEN
CASS DISK
6.99 13.50

WE ARE THE CHAMPIONS
CASS DISK
6.99 13.50

GOLD SILVER BRONZE
CASS DISK
9.99 11.99

ULTIMATE COLLECTED WORKS
CASS DISK
9.99 11.99

SUPREME CHALLENGE
CASS DISK
9.00 13.25

FIVE STAR GAMES III
CASS DISK
7.24 10.85

U.S. GOLD GIANTS
CASS DISK
9.99 17.99

LEADERBOARD COLLECTION
CASS DISK
11.99 14.99

SOLID GOLD
CASS DISK
7.99 11.99

EDUCATIONAL

★ ★ LARGE VARIETY OF EDUCATIONAL SOFTWARE NOW AVAILABLE FOR 3 TO 15 YEAR OLD ★ ★ SEND SAE FOR CATALOGUE BY RETURN ★ ★

FAST DELIVERY OF ALL STOCK ITEMS BY 1st CLASS MAIL IN UK.

SPECIAL OVERSEAS SERVICE BY AIRMAIL WORLDWIDE

CREDIT CARD ORDERS ACCEPTED BY PHONE OR MAIL

CREDIT CARD ORDER TELEPHONE
0896 57004

CREDIT CARD ORDER TELEPHONE
0602 252113

EUROPE SHIPPING COSTS ARE:
£1.50 PER CASS/DISK FOR NORMAL AIR MAIL
£2.50 PER CASS/DISK FOR EXPRESS AIR MAIL

WORLDWIDE SUPER SPECIAL OFFERS ON SPECTRUM SOFTWARE

OUTSIDE EUROPE SHIPPING ORDERS ARE:
£2.00 PER CASS/DISK FOR NORMAL AIR MAIL
£3.00 PER CASS/DISK FOR EXPRESS AIR MAIL

	CASS	DISK
1943 Battle of Midway	6.99	9.99
4 × 4 Off Road Racing	6.99	
Acrojet	7.25	
Action Force II	6.55	10.50
Action Service	6.55	
Afterburner	6.99	10.85
Airborne Ranger	7.25	10.85
Alien Syndrome	6.55	10.50
Artist 2	10.85	14.95
Arkura	6.55	9.99
Barbarian 2	6.50	
Bards Tale	7.99	11.99
Batman	6.55	10.85
Bionic Commandos	6.99	9.99
Black Tiger	6.99	9.99
Butcher Hill	6.99	9.99
Carrier Command	10.85	11.45
Circus Games	6.55	10.85
Colossus Chess 4	7.99	11.99
Corruption		11.99
Cybernoid 2	6.55	9.99
Daley Thompson Olympic Challenge	6.99	10.50
DNA Warrior	7.99	9.99
Deluxe Scrabble (128K)	7.99	11.99
Double Dragon	6.55	
Dragon Ninja	6.55	10.85
Echelon	7.99	9.99
Emlyn Hughes Int Soccer	7.25	
Empire Strikes Back	7.25	10.50
Exploding Fist +	5.95	
F16 Combat Pilot	10.85	14.95
Fernandez Must Die	6.55	9.45
Fists 'n' Throttles	9.45	
Flight Ace	11.99	13.99
Football Manager II	6.99	10.50
Foxx Fights Back	6.55	9.75
Frank Bruno's Big Box	9.45	13.50
Football Director 2	14.95	14.95
Games Winter Edition	6.99	9.99
Gary Lineker's Hot Shot	6.55	9.99
Gary Lineker's Superskills	6.55	9.99
GI Hero	5.95	
Guerilla War	6.55	10.50
Guild of Thieves		11.99
Gunship	7.25	10.50
Hellfire Attack	6.99	11.99
Heroes of the Lance	7.99	11.99
Hopping Mad	5.95	9.00
Hot Shot	6.55	9.00
Intensity	5.95	9.00
ION	6.99	9.99
Karate Ace	9.99	
Konami Coin Ops	6.99	
Lancelot	10.85	
Last Duel	6.99	

	CASS	DISK
Laser Squad	7.25	
Last Ninja II	9.45	10.85
Led Storm	6.99	9.99
Matchday II	5.95	10.50
Mickey Mouse	6.55	9.99
Mindfighter	10.85	
Motor Massacre	6.55	9.99
Night Raider	7.99	.99
Obliterator	6.55	9.99
Operation Wolf	6.55	10.50
Outrun	6.99	9.99
Overlander	5.95	9.00
Pacmania	6.55	
Peter Beardsley Football	6.55	
Platoon	6.99	10.50
Pool of Radiance	7.99	11.99
Pro Soccer Simulator	6.55	9.00
Project Stealth Fighter	7.25	10.85
R-Type	6.99	
Rambo III	6.55	10.50
Return of Jedi	7.25	10.85
Rex	6.99	11.99
Robocop	6.55	10.50
Sanxion	6.55	9.00
Samurai Warrior	5.95	9.00
Savage	5.95	
SDI	6.99	
Shoot Out	6.99	11.99
Soldier of Fortune	5.95	
Space Ace	11.99	13.99
Spitting Image	6.99	10.50
Strip Poker II+	5.95	
Supersports	6.55	9.99
Techno Cop	6.55	9.99
Ten Great Games II	7.99	
The Pawn (128K)	10.85	11.99
Thunder Blade	6.99	9.99
Tiger Road	6.99	9.99
Time and Magik	10.50	10.50
Tomahawk	7.25	10.50
Total Eclipse	7.25	10.85
Track Suit Manager	6.99	
Triv Pursuits Young Edition	10.85	
Triv Pursuits Baby Boomer	10.85	
Triv Pursuits New Beginning	10.85	
Twenty Chartbusters	7.25	
Typhoon	5.95	10.50
Untouchables	6.55	10.50
Victory Road	5.95	10.50
War in Mid Earth	7.25	
Wec Le Mans	6.55	10.50
Where Time Stood Still 128K	5.95	10.50
Winter Olympiad 88	5.95	9.00

WARGAMES/STRATEGY	CASS
Annals of Rome	10.45
Arnhem	8.99
Battle of Britain	4.99
Battlefield Germany	10.45
Bismark	7.99
Blitzkrieg	7.99
Conflicts 2	6.55
Conflicts	10.45
Desert Rats	7.99
Gallipoli	6.99
Napoleon at War	6.99
Overlord (+3 Disk 9.99)	7.99
Pegasus Bridge	10.45
Sorceror Lord	10.45
Stalingrad (+3 Disk 9.99)	7.99
Theatre Europe	4.99
Vulcan	7.99
Yankee	7.99
Zulu War	6.99

JOYSTICKS	
Cheetah 125 +	6.95
Cheetah Mach 1	12.95
Competition Pro 5000	12.95
Competition Pro 5000 Clear	13.95
Competition Pro 5000 Extra	14.95
Cruiser	8.99
Konix Speedking	10.99
Konix Speedking + Autofire	11.99
Ram Delta	7.99

+3 BUSINESS AND UTILITIES	
Masterfile +3	24.95
Professional Adv. Writer	22.95
Tas-Sign Plus 3	14.95
Tas-Spell Plus 3	14.95
Tascalc Plus 3	14.95
Tas-Print Plus 3	14.95
Tasword Plus 3	14.95
40 Disk Storage Box +3	8.95
100 Disk Storage Box +3	10.95
Devpac +3	14.95

GENERAL UTILITIES	
+2/+3 Cover	4.99
Spectrum Power Supply	9.95
Azimuth Tape Head Align Kit	6.99
Hi Soft C	21.95
Hi Soft Pascal	21.95
Tasword +2	11.45
Tascalc +2	14.95
Lightpen and Interface	14.95
Joystick adaptor for +3/+2	4.99
10 × CF2 3"DISK FOR +3	21.95
+3 cassette lead	4.99

CRASH ZX SPECTRUM

CLASSIFIED SECTION

WANTED

WANTED: One copy of "The GAC PAC" will pay £5 ono. Write to Robert Wheaton, Hill House, Cross Road, Sunningdale, Berks, SL5 9RX.

Wanted: Spectrum +2 or +3. Must be in good condition and working perfectly. Also wanted: accessories and software (games, educational, word-processing, utilities). Phone Chris on 0908 607909.

128K User Guide for the ZX Spectrum. Will pay up to £6. Contact: David Carter, 127 Seamore Avenue, Benfleet, Essex SS7 4LA. Phone 0268 756490.

WANTED URGENTLY: A Multiface +3; swap for cash or 48K Speccy or latest games like Thunderblade, Operation Wolf, D.Dragon etc. Write to Simon Harris, Fern Villa, Recreation Road, Stalham, Norwich, Norfolk NR12 9BH. Tel: 0692 80783. Also wanted blank disks 3.5".

WANTED: ZX Spectrum 128K+2 including keyboard, leads and manual in good condition but no games. Phone 0784 258277 after 5pm or send details to Deepak Malhotra, 33 Orchard Avenue, Ashford, Middx. TW15 1JB.

FOR SALE

CRASH issues 1-59 V.g.c. £1 each. £100 worth of original software for £20. Ram Turbo interface and Euromax Pro Joystick £10. Buyer pays postage. Any enquiries telephone (0482) 868909 after 4pm, ask for Richard.

Bargain, Match Day 2, Gunship, Football Manager 2, Head Over Heels, Firefly, Exolon, Taipan, Five Star Games, Super Hangon, Championship Sprint, Monty On The Run, Super Sprint, only £22. P.A.W, unused, bargain £12. Phone Mark NOW on 0579 21169.

Spectrum +2 in perfect condition with joystick, ZX printer and games worth more than £300, many of them recent. Total deal worth £480, a bargain at £100. Please phone Andrew Hone on Bishops Stortford (0279) 724355.

Back Issues: CRASH, Your Sinclair, Sinclair User, Practical Computing, Personal Computer World + much, much more. For further details write to: Karl, 158 New Cavendish Street, London W1M 7FJ.

FOR SALE: Spectrum Disciple with 3.5" 800K drive; £150. Multiface 128 (Disciple version): £30. Ramprint + Epson P-40 thermal printer: £100. 30 recent software titles £150. All for £400, worth £700+. Tel (0934) 813282.

Spectrum 48K+ computer, fully boxed with joystick, interface, mags, Timex 2040 printer, £200 worth of games and more! Total worth about £500. Asking £100! Phone 0842 89588 after 6.00pm with your offers. Buyers must collect.

Spectrum Plus, Rotronics Wafadrive, Eight Wafadrives, dustcover, £100 worth of software, computer magazines. Everything in good condition, £95 the lot. North London (01) 361 2612.

SPECTRUM 128K. SERIAL 8056 PRINTER incl. Paper and Interface. SPECDRUM SYNTHESISOR, MULTIFACE 128, KEMPSTON PRO-JOYSTICK INTERFACE. £450 (100 Games) Top SOFTWARE. £60 of SPECTRUM MAGAZINES, WORTH £800; SELL £240. PHONE NAVID, 01-625-6839.

Spectrum games for sale, includes Tai Pan, Dark Sceptre. Also board/roleplaying games for sale including Judge Dredd, Blood Bowl, Squad Leader. SAE envelope for list to Nick Burdock, Foxes, Green Street, Kingsley, Bordon, Hants.

Spectrum 128K for sale, with joystick, tape recorder, 2 interfaces, synthesiser and £170 worth software, many new games. Crash's, excellent condition, £140 ono. (Bristol Area) Phone (0454) 772753 for details. Ask for Paul after 4pm.

Big money, a simple way to make loadsa money in your spare time - +free competition draw with loadsa prizes (monthly draws thereafter). For free info. send SAE to: - Michael, 5 Rutland House, Ogilby Street, London SE18.

£250 ono Spectrum +2, very good condition, over 50 games inc. P.A.W., printer, 2 joysticks, light pen, speech synth., also 50 mags 1987/8. Tel: 0862 87 606 evenings.

26 educational games for the +3 on disk for the 4 and up only £10. Write to: B. Pell, 4 Tudor Way, Wellingborough, Northants NN8 3YB.

CRASH issues 1-37 + 2 Crash binders. All in mint condition. Also over 100 computer magazines, mostly Popular Computing Weekly. Any offers? Write to: Karl Flaschke, 166 Bridgwater Road, Wembley, Middx. HA0 1AR.

Hardware clearout – Two Interface Ones (RS232/Network/Microdrive controllers), two Microdrives, cartridges, Snapshot Two, Centronics interface, Kempston joystick interface. Seller will send. Will split, any offers considered. Phone John on 05512 2900 after 4.30pm.

99p Games! Spectrum games FOR SALE! Great range of highly addictive games. All originals! Many only 99p. Save £££'s. Free list from Darren Rea, 24 Redrock Road, Grange, Rotherham, S60 3JW. Send now while stocks last.

Spectrum 128K, datacorder, Twin Turbo interface with Cruiser and Quickshot II joysticks, 100's of new great games including Operation Wolf and Target Renegade, plus pokes, mags, £250 ono. Phone (Esher) 398 4815 ask for Henry.

Spectrum +2 for sale. Perfect condition still with instruction manual + over 70 original games inc. Starglider, Sentinel, Combat School, +2 Cheetah 125+ joysticks. Worth £640+ new, sell for £200. Call (0222) 614361 & ask for David.

Spectrum 128K+3, good condition, manual, joystick and 7 games on disk including Ikari Warriors. £115, optional tape deck £10, 10 blank discs £10. Other games available. Camberley (0276) 683995.

48K Spectrum Plus, Turbo interface, Multiface, £280 software, over £100 magazines, books. Worth over £600, all excellent condition, the lot £200 ono. Must collect. Phone: (0925) 823788 after 6pm and ask for Russell.

Spectrum 48K, Interface One, Interface Two, Microdrive and carts, Slo-Mo, Fuller interface, AT+Y copying interface, printer, two joysticks, two data corders, 30 mags, 500 games! Books, Doubler interface, £180. Phone (0204) 55377 after 4pm.

Spectrum +3, Multiface 3, cassette player, joysticks, all boxed, perfect condition, over £450 of games all original inc. Operation Wolf, ATF, Match Day II, Guerilla Wars, classics such as Mercenary, Great Escape. Phone (Glasgow) 776 0747. £320 ono.

Spectrum +3, still under guarantee, Multiface 3, joysticks, tape leads, over 100 original games including Robocop and After Burner, all this for £250. Phone (0283) 813972 and ask for Steve after 6.00pm.

Spectrum +2, Ram Turbo, Alphacom printer, two joysticks, £1000 of software, Airbourne Ranger, Gunship, Silent Service, 4 Soccer Sim., After Burner, Thunder Blade, R-Type. £300 ono. Phone: Tam on 0236 31665.

Spectrum 128K +2 in good condition, original box and manual, joystick, spare leads, over £400 of games incl. Target Renegade, Artist 2, Gunship, Cybernoid 2, After Burner, Driller etc. Will accept £130 ono. Tel: Penn (049481) 5448.

Spectrum +3, almost new, with Multiface 3, tape and disk copier, two joysticks, dust cover, 50 software titles and disk drive cleaner. £200. Phone (0903) 208882.

Spectrum 128+2, Kempston interface, Cheetah joystick, dust cover, joystick adaptor lead, £200+ software, sell for £100. Contact Paul Raper, 25 Lesbury Street, Lemington, Newcastle Upon Tyne NE15 8DN. Tel: (091) 2645580 after 5pm.

CRASH issues 15-60 plus £25 worth of programming handbooks, only £30 (not including P&P). £450 worth of Spectrum software, latest title 'Operation Wolf' only £40 (not including P&P). Phone Mr. Spencer, Lytham 730898 after 6pm.

THE CRASH READER CLASSIFIEDS

Send to **THE CRASH READER CLASSIFIEDS, *PO Box 10, Ludlow, Shropshire SY8 1DB***

Name .....

Address .....

.....

..... Postcode .....

Tick Classified heading:

☐ Wanted ☐ For Sale ☐ Swapline ☐ Pen Pals ☐ User Groups ☐ Fanzines
☐ Events Diary ☐ Miscellaneous

Method of payment ☐ Cheque ☐ Postal Order

Write your advertisement here, one word per box, and include name, address and phone number if you want them printed.

35 WORDS FOR ONLY £2.50!

The CRASH Classifieds are your low-cost opportunity to reach thousands of other readers with a small ad, whether you want to buy, sell, swap or advise. Just fill in the form below and enclose with your £2.50 payment, cheque or postal order made payable to **NEWSFIELD LTD.** Photocopies of the form are acceptable.

CLASSIFIED HEADINGS

The CRASH Classifieds section is not open to trade or commercial advertisers, but Fanzines may use it. The headings are self-explanatory: WANTED, FOR SALE, SWAPLINE, USER GROUPS, PEN PALS, FANZINES and EVENTS DIARY (for club/user group news, meetings or planned events). However, be careful about CRASH publishing dates with the last!

- The maximum is 35 words
- The service is not open to trade/commercial advertisers
- Small ads will be printed in the first available issue
- The editor reserves the right to refuse ads which do not comply with normal decent practice, or which could be interpreted as encouraging software piracy.

Spectrum +2, 40 originals £125. Spectrum 128, 61 originals £120. Disciple, 5.25" drive, 50 disks, disk box, £180. AMX mouse, Art Studio £55. CRASH 21-61 complete. Your Sinclair 1-38 complete. Offers. Phone Martyn (0536) 761503.

Spectrum +2, Quickshot Turbo joystick and interface, over £900 of software including Robocop, Starglider, Last Ninja II. Excellent condition with manuals and box. Accept £300 ono. Phone (0282) 38540 and ask for Michael Green. Thanks.

Spectrum Plus. Totally overhauled two months ago. Switchable interface, £350 worth original software including: Nineteen, Bard's Tale, Overlander, Driller, Target Renegade, Elite, Crash mags issue 20 onwards, £150 the lot! Contact James on (0279) 54296.

CRASH issues 38 - 80, CRASH binders, all tapes, freebies etc. also few other mags thrown in. Top Gun, Sold a Million III, 1942, Thrust II, Kong. Phone 01 907 3629 after 6pm. £25 for the lot.

Spectrum +2 boxed, perfect condition with Kempston interface, Cheetah 125+ joystick, £100 worth of latest games inc. Typhoon and Driller, and 24 CRASH back issues. Accept £100 for everything. Phone (0494) 27084 evenings only.

Over £200 worth of software including Outrun, FM2, Starquake, Aliens and more. Accept £100 or good quality working printer, accessories and paper, must be able to pick up from North Shields. Telephone: (091) 2583041.

Speccy+, recorder, mouse, two joysticks and interface £550+ games, including Outrun, Night Raider, Driller etc. Only £300 ono. Bargain. Write to IAN DRABBLE, 31 Cavanna Close, Rowner, Gosport, Hants PO13 0EN. Speccy still in original box.

Spectrum 48K for sale, all accessories included in box, with Kempston interface and Quickshot II joystick. The original Spectrum for only £39.00 with manuals. Christian Taylor, 12 St. Pauls Road, Walton, Highway, Wisbech, Cambs PE14 7DN.

What offers for CRASH numbers two to fifty four in binders, buyer collects. Contact 01 337 3473.

Software for most Spectrums. All software originals and in a fairly good condition. If interested send a SAE to: Andrew Ollett, "Gretton", Sandholme Road, Gilberdyke, Brough HU15 2XH.

Spectrum 48K, SAGA 2+ keyboard still boxed including leads, data recorder, AMX mouse, Kempston interface, Quickshot 2 joystick, over £400 of games, B/W television, loads of magazines, programming books, only £220 ono. Phone (0622) 861750 in evenings.

Atari 800XL, in good condition, includes joystick, tape recorder and games. For more details send SAE to Karl, 119 Marys Mead, Hazlemere, High Wycombe, Bucks HP15 7DY.

Spectrum 48K for sale. Comes with games (Elite etc). Will accept £65 ono. Phone 0927 787820 ask for John after 5pm on weekdays, any time at weekends.

Spectrum +2, original box, manual, £200 worth of software, Cheetah joystick, some mags all in excellent condition, only six months old, will sell for £120 ovno. Ring Ferdose on 01 368 4956. Quick sale wanted.

Atari 520 STFM Super Pack, 11 months guarantee, about £150 worth of latest games including R-Type, Operation Wolf and Thunder Blade. Offers around £250. Lowood, Byron Gardens, Southwell, Notts. NG25 0DW. Phone (0636) 812125 and ask for Duncan.

Spectrum 128K, ZX Plus printer with over £300 games, many recent, plus joystick and recorder. Will sell for £230 ono. Contact Paul on (01) 204 0762 after 6pm.

Spectrum +3 one year old with 90 games, all worth £400+ inc. Robocop + Taito Coin-Op Hits, cassette leads, Spectrum magazines and joystick. Worth £600+, sell for £250. Contact Michael on 01 979 9310. Brilliant deal!

PEN PALS

Make lasting friendships through correspondence. Send letter describing yourself and interests. Please state preference male/female. Send SAE plus 26p to Dept. CR, North Lodge, Hollybush By Ayr, Scotland KA6 7EA.

USER GROUPS

Utilities, programming help, graphics, info, homegrown software, printer support and more! Useful routines for serious users! Monthly on Disciple/+D, Opus, Microdrive, cassette. £2 your first issue of Outlet! – Ron Cavers, 805 Loughborough Road, Birstall, Leicester.

FREE! First issue of "T.S.A." tape-based magazine for Spectrum. Machine code routines, tips, articles on computers, philosophy, psychology, sex. Plus free advertising. Send SAE and tape to N. Pointon, 31 St. Tello's Way, Caerphilly, Wales CF8 1FA.

Australian Sinclair User Group – Monthly meetings in Mount Waverley and Niddrie in Melbourne, Victoria. New members and pen friends very welcome. Phone Daphne Hall on (03) 484 2382 or write to 66 Fyffe St, Thornbury, Victoria, Australia 3071.

FANZINES

Want to earn lots of cash the easy way. If so, send £2 in a cheque or postal order to: A Farmer, 72 Plumbe St., Burnley, Lancs. BB11 3AW. Make cheques payable to A. Farmer.

Spec Mania! Perfect for Spectrum owners. Issue 3 full of news, reviews, previews, coin-ops, charts, Warhammer competition and more!! Just send 40p in an A5 SAE now!! to this address: Mill House, Bury Road, Hepworth, Diss, Norfolk IP22 2QA.

Absolutely FREE: Spectrum User. The tape magazine. Includes exclusive free games, pokes, news, reviews and programming tips. Send a blank tape and SAE or just 50p: Spectrum User, 58 Beacons View Road, Clase, Swansea SA6 7NU.

MISCELLANEOUS

Over 1300 Multiface Pokes in alphabetical order on A4 sheets. Send £1.10 and 2 1st class stamps to: Multiface Pokes, 8 Mayfield Close, Old Harlow, Essex, CM17 0LH. Sheets are computer printed and clearly photocopied.

Can you programme? I need help in writing a new prog. for my PBM Football games. Payment considered. Rod Tregale, 9 Fulmerston Close, Thetford, Norfolk IP24 3UL. PS: Waiting list open league running.

'PARADE' HAND moderated fantasy PBM. Unique player advancement system, typed turns, literate GM, no elves or dwarves. Start Up £2, turns 50p, SSAE for details Nick Stone, 9 Bell Close, Stone, Greenhithe, Kent DA9 9BP.

Make money with minimum effort! It worked for me, and it still is! Send a SSAE for details to Daniel Brice, 178 Forest Road, Kingswood, Bristol BS15 2EN (computer not necessary).

S.A.M. is a complex PBM. Give it a try or remain forever ignorant. Prices start from £1.50. RAD, 4 West Lane, Keelby, Grimsby, South Humberside. Emergency phone number available should you have any problems.

Champions *THE* PBM Football Management Game. Features training, coaching, scouts, League and Cups, news, financial decisions, advertising, player skills and psycho factor. Write to Francis Laud, 14 Presses Close, Blunsham, Huntingdon, Cambs. PE17 3LX. Phone! 0467 842094.

Inspector Inch is an arcade adventure set in 19th century London. Hunt a notorious bank robber through London's danger ridden backstreets. £1.50 cheque/P.O. to Jeffrey Fuge; 89, Dundridge Lane; St. George, Bristol BS5 8SN.

Cyborg Gladiator. A detailed hand-run PBM. Internal mail, complex challenge system, cash prizes. Start-up £4.50, turns £1.20. Fight for your freedom by sending cheque/SAE's to Mike Hood, 3 Pochard Drive, Broadheath, Altrincham WA14 5NJ.

Potatoes at Noon? Vincent Vity's new address is: 11 Willow Grove, Bare, Morecambe, Lancs. Cheap originals for sale – SAE for list. K.O. (Exquisite Strategy/simulation boxing game) is still £2!! Order today! (Easter soon). Thankyou.

Take Four Cassette Supercom Satcom Reel 'T' Reel and Budget Screen Designer just £3.50 including P&P. UK only cheq/PO to S. Halhead, 68 Farm Lodge Grove, Malinslee, Telford TF3 2HN.

'The 3rd Dimension'. Two 3D games for 48/128K Spectrums, excellent quality graphics only £2.99 P&P inc. Please add £1 if outside the United Kingdom. Please send cheques/P.O.'s to: M.D. White, 119 Orchard Grove, Chalfont, St. Peter, Bucks. SL9 9ET.

Ultimate Loading System. Loads from cassette with loadss effects, and mimics the Alkatraz Loading System. All for only £5. Write to Stephen Ellis, 11 Sandbach Road, Cobridge, S.O.T., Staffs. ST6 2DR. For 48K, +, 128K, +2.

"Shellshock" – Spectrum graphic/text adventure. Long, atmospheric descriptions, detailed pictures, large vocabulary, professionally packaged. Two years in development. 200+ copies already sold. Superb value. Send £2.99 to Corrupt Code, 1 McDonagh Avenue, Mervue, Galway, Ireland.

American Football PBM. Many features including stadium improvements and playoffs with a cash prize to the Superbowl winner. Send £2 for start-up and the rulebook to: Richard Clarke, 10 Barlings Lane, Langworth, Lincoln LN3 5DF.

Complete beginners to programming of any kind can now learn machine language! If you want to learn, send £3+ SAE (A4 size) for a course to Nick Lewis (CRASH), 52, Kyle Cres., Whitchurch, Cardiff. SAE for details.

Compustar PBM, the computer games company PBM, features programming charts, loadss money and much more. Start-up £1 and SAE to Tony Barrett, 27 Hampden Way, Eynesbury, St. Neots, Cambs. PE14 2JH. Further turns 70p.

"Starburst" & "The Adventurer". Two great Spectrum arcade type games together on one tape. Send only £2.50 to: G.D. Shaw, 25 Redwood Ave, Royston, Barnsley, S. Yorkshire S71 4JP. Government Elf Warning: If you're a fairy then these games could seriously damage your elf!

Free Amiga and Monitor! No, but you can easily afford them both and more within one month, if you send a SAE to Neil Reeder, The Knoll, St Peters in The Fields, Braintree, Essex CM7 6AR.

Venom. Venom, Venom, Venom, Venom, Venom £2.00 Start up. Venom, Venom, Venom, Venom, Venom, Venom, Venom, Venom, Venom £1.00 Turns. Venom, Venom, Venom, Venom, Venom, Venom, Venom, Venom, Venom. Mark Osborn, 41 Dymokes Way, Hoddesdon, Herts. EN11 9NA Venom.

KOBRAHSOFT SPECTRUM 48k/ 128k/ +2/ +3 UTILITIES

SP4 TAPE TO +3 DISC UTILITY:– Transfer tapes to +3 Disc. Many transfer examples Transfer PROTECTED progs; Handles the very latest pulsing program; FULL Manual; FREE Disassembler + Header Reader:– **£9.95 on tape. Also on disc £12.95**

D.I.C.E.:– Multi-function disc utility for the +3. Modify and read sectors, Back up discs; FULL Directory; Recover erased files; Lock out faulty files; Erase/Rename files; String search; Menu Driven; Easy to use:– **£12.95 on Disc.** *'An excellent package'* Crash Oct 88

IMBOS 2.0:– Gives 66 NEW Micro drive commands including MIRROR; FX Sound, TEXT SCROWL; and many more. Complete with 16 mins demo and ORGAN program:– **£12.95**

SW1 TAPE TO WAFA DRIVE UTILITY:– Transfer tapes to Wafadrive. Handles PROTECTED programs; Pulsing programs; FULL Manual; FREE Disassembler:– **£7.95**

SC5 ADVANCED TAPE UTILITY:– Backup the vast majority of your tapes. Handles Fast Loaders, LONG blocks (up to 80k by code compression); Pulsed programs; Multi blocks; 128k programs:– **£7.95**

KOBRAHSOFT SPECTRUM CODE COURSE:– FULL course from beginner to advanced level. Applies to ALL Spectrums. Suitable for everyone. Comes with FREE Disassembler:– **£20**

DB1 PLUS 3 DISC BACK UP UTILITY:– Make backups of +3 ordinary AND protected discs, either to Disc or to TAPE, easy to use:– **£12.95 (on disc)**

ALL UTILITIES COVERED BY OUR MONEY BACK GUARANTEE – BUY WITH CONFIDENCE!

Send cheque/P.O. to:– 'KOBRAHSOFT', DEPT CR, 'Pleasant View', Hulme Lane, Hulme, Nr Longton, Stoke-on-Trent, Staffs. ST3 5BH. (Overseas:– EUROPE add £1 P+P PER ITEM, others £2). Send SAE (9" × 5") or phone for detailed Catalogue – mark envelope 'ENQUIRY'.

For more information telephone:– 078 130 5244. Access or Visa Welcome
Please phone above number (24 hour service)

VISA

MEGASAVE FANTASTIC SAVINGS

Afterburner	D4 6.95	G. Lineker's Hotshot	D1 6.50	R-Type	6.45
Airbourne Ranger	6.99	G. Lineker's Sup Skills	D1 6.20	Rex	D4 6.95
Arkanoid II	D1 5.25	Game Set & Match II	D5 8.95	Skateball	D4 6.75
Alien Syndrome	D1 5.95	Giants	D5 10.50	Stake or Die	D4 6.75
Action Force II	D1 5.50	Garfield	D1 6.00	Super Hang-on	5.75
Buggy Boy	D1 5.50	Guerilla War	D2 5.25	Star Wars	D1 6.45
Bubble Bobble	5.25	Gold/Silver/Bronze	D5 10.95	Streetfighter	D2 8.50
Bards Tale	6.95	H.A.T.E.	6.00	Soldier of Fortune	D2 5.25
Bionic Commandos	D1 5.50	Heroes of Lance	D4 6.95	Skate Crazy	D1 5.50
Beardsleys Int Soccer	5.95	History in the Making	16.95	Salamander	D1 5.25
Black Tiger	D1 6.00	Hellfire Attack	D4 5.95	Samurai Warrior	5.15
Barbarian II	D2 5.50	Human Killing Machine	6.25	Super Sports	D1 5.50
Butcher Hill	D1 5.50	Ikari Warriors	D2 5.95	Supreme Challenge	D5 9.95
Batman II	D1 5.95	Intensity	D2 5.25	Savage	5.95
Bobby Yazz Show	D1 5.50	Ingrid's Back	D3 9.95	Stealth Fighter	7.25
Bombuzal	D2 5.50	I.S.S.	D1 6.45	Stuntman	D1 6.45
Cybernion 2	D1 5.50	Karnov	6.45	S.D.I.	5.45
Carrier Command	D4 9.95	Konami's 10 Hits	D3 8.95	Storm Lord	D1 5.95
Combat School	D1 5.25	Karate Ace	D1 8.95	Space Ace	D3 9.95
California Games	D1 6.25	Last Ninja II	8.50	Spitting Image	D1 5.45
Crazy Cars II	6.25	Last Duel	D1 6.45	Samlon	D2 8.95
Champions	D4 6.75	Laser Squad	6.25	Superman	D2 5.90
Collected Works	D4 8.95	Lancelot	D5 9.95	Tank Attack	8.95
Corruption Disk Only	11.95	Live and Let Die	D1 6.25	Time Stood Still 128	D1 5.45
Captain Blood	D1 6.45	Led Storm	D2 6.75	Target Renegade	5.45
Command Performance	D5 9.90	Matchday II	D2 5.45	Tracksuit Manager	5.45
Circus Game	D1 5.95	Mickey Mouse	D4 6.25	The Games (Winter)	D1 8.95
Dark Side	D1 5.50	Mad Mix (Pepsi)	D2 5.50	The Games (Summer)	D1 8.95
DNA Warrior	6.45	Motor Massacre	D1 5.50	Typhoon	D1 5.25
Dragon Ninja	D1 6.45	Munsters	D1 6.40	T-Wrecks	D1 5.50
Double Dragon	D1 6.50	N. Mansell's Grand Prix	D4 6.95	Taito's Hits	D3 8.95
Dynamic Duo	5.50	Night Raider	D1 6.75	Total Eclipse	D1 6.45
Dark Fusion	D3 5.50	Netherworld	D1 5.50	Techno Cop	D1 5.50
Daley Thompson	D1 6.50	Obliterator	6.00	Tiger Road	D1 6.25
Empire Strikes Back	D1 8.50	Operation Hormuz	6.75	Thunder Blade	D1 6.95
Eliminator	D1 5.50	Outrun	D1 5.50	Triv P. New Beg	D3 9.95
Exploding Fist +	6.00	Operation Wolf	D1 5.40	Ten Mega Games	D1 9.95
Echelon	D1 6.75	Overlander	D2 5.25	The Deep	D2 6.25
Emlyn Hughes Soccer	D1 8.45	Ocean Compilation	D5 9.95	Turbo-Cup	D2 5.95
F16 Combat Pilot	D4 9.95	Pac-Land	5.95	Untouchable	D1 5.75
Fire & Forget	6.25	Par 3	D5 9.95	Victory Road	D1 5.25
Fist's & Throttles	D5 9.45	Pacmania	5.95	Virus	5.20
F. Bruno's Big Box	D3 8.95	Pro Soccer (CRL)	5.95	Vindicator	5.25
Football Manager II	D1 6.45	Pro Soccer Sim	D2 6.00	War Middle Earth	6.95
Football Dir. II 128	D5 13.95	Pussy's Saga	D4 6.75	Wec Le Mans	D1 5.95
Football Director	5.95	Rambo 3	D1 5.95	Xenon	6.45
Fernandez Must Die	D2 5.75	Robo-cop	D1 6.95	10 Great Games II	D4 6.95
Foxx Fights Back	D2 6.00	Roy of the Rovers	D1 5.45	1943	D2 6.25
Fair Means or Foul	D2 5.50	Road Blasters	D1 6.75	4 × 4 Off Road Racing	6.75
Flight Ace	D3 8.95	Return of the Jedi	D1 6.45		

Mail order only. Postage included Great Britain. EEC add 75p per item. Overseas add £1.50 per item. Fast Service.

Send cheque/PO to MEGASAVE Dept CR, 49H Sutherland St, Victoria, London SW1V 4JX

Please send for free list of new releases on Amstrad, MSX, Atari ST, Amiga, Commodore, Spectrum and +3 disc. STATE WHICH LIST. Future League Ltd.

Please note new programs will be sent the day they are released.

D = +3 Disc
D1 @ £8.75
D2 @ £9.95
D3 @ £12.50
D4 @ £10.50
D5 @ £13.45
D6 @ £11.90

ET AL

GOGGLE!

Planes, trains and Rivers!!

A packed *Et Al* this month, without room even to mention another £9.99 Warner range; the seven film *Agatha Christie Collection*. (Oh whoops, I just did!)

RENTAL

If ***Planes, Trains And Automobiles*** (CIC) took only a matter of months to write, compared to years for *Roxanne*, then all the more credit to **John Hughes** for producing, directing and writing the latter, a minor comedy classic. The story concerns sophisticated business man **Steve Martin** and slobbish travelling-salesman **John Candy**. All they want is to be home for Thanksgiving, a humble enough desire which rapidly turns into a nightmare of modern transport. While the plot has some loose ends, the relationship between the two characters is both hilarious and, eventually, genuinely moving, due to superb performances by both actors. Thanks in no small part to them, director John Hughes (*The Breakfast Club, Ferris Bueller's Day Off*) has moved into the big league (a $30 million budget) in style.

An American trying to avoid big budget movies is **Harrison Ford**, a star in five of the top ten grossing – and special effects-packed – films in cinema history. Of late he's been more concerned with films emphasizing character acting rather than special effects – he turned down *Who Framed Roger Rabbit* – and it's his performance in ***Frantic*** (15, Warner) which saves it. The story is that Ford's wife has been kidnapped in Paris. Ford sets out to find her and soon runs into a complex plot involving terrorists, nuclear weapons and **Emmanuelle Seigner**. The latter isn't half bad, although Ford suspects she may not have his best interests at heart. Ford's marriage obviously limits their relationship – reducing romantic interest – while the thriller is overly complex. Nevertheless Ford is always interesting, and director **Roman Polanski** makes sure the film looks good.

A more ambitiously-plotted thriller is ***A Prayer For The Dying*** (18, Vestron). It stars **Mickey Rourke** as an IRA terrorist trying to make a fresh start, with the help of **Bob Hoskins**. Originally intended to open a prominent UK film festival in 1988, the movie soon became lost in controversy over the IRA, brutality and cuts made by the producers over the vehement objections of the director and Rourke. These cuts have turned a half-serious film into a rather mindless thriller. Still, on video it may well be worth investigating.

And talking of mindless violence there's ***Rambo III*** (18, Guild). The plot isn't noticeably more complex than the computer game; **Sylvester Stallone** is called back into action by the capture of his friend in Afghanistan. The rescue attempt involves Rambo destroying half the Russian Army single-handed. Released to coincide with the Russian withdrawal from Afghanistan this is for Stallone fans only.

A more interesting treatment of war, this time in Vietnam, is presented in ***Bat 21*** (15, Guild). US Colonel **Gene Hackman** has been shot down over hostile territory. **Danny Glover** is a spotter plane pilot in radio communication with

Hackman and his would-be rescuers. Amazing aerial photograph, constant suspense and good acting make this an above-average thriller worth renting.

Also worth a look is ***Saigon*** (18, CBS/Fox). As tends to happen in thrillers prostitutes are being brutally murdered and, belatedly, the cops investigate. **Willem Dafoe** and **Gregory Hines** are the cynical cops becoming more cynical by the minute. Unlike most American thrillers the corruption and evil-doing is not limited to the lower ranks and one bad general – the whole US system in Saigon comes to seem repulsive. A believable and involving thriller.

A less dramatic, but more touching and realistic film stars *Stand By Me*'s **River Phoenix** in a thoughtful examination of teenage angst. Despite a poor box office reception ***Jimmy Reardon*** (PG, Sony) is a film worthy of serious attention.

FOR SALE

In space no-one can hear you scream, 'why the heck did it take so long?' A decade after its cinema release **Ridley Scott**'s chilling classic has finally been put out on video for £9.99. ***Alien*** (18, CBS/Fox) is not only a taut, brilliantly directed sci-fi thriller, it's also a dazzling example of the director's visual genius. The Nostromo spaceship is realistic and immensely claustrophobic, while the two featured alien cultures caused a revolution in sci-fi films. And on top of all that there's a plot of classic simplicity, bleakly insisting humans are far more predictable than we like to pretend.

Also out is ***Aliens***, the sequel directed by **James Cameron** (*The Terminator*). A great action movie it succeeds by the rather unambitious technique of pitting some Vietnam veterans (complete with 20th century shotguns) against a lot of very stupid aliens. And, like **Sigourney Weaver**, the effects are generally stunning (although Cameron has a weakness for crude, and obvious back-projection FX, like where the dropship comes to grief).

Bat 21 star Danny Glover also stars in ***Lethal Weapon*** (£9.99, 18, Warner) with **Mel Gibson**. A fairly routine thriller in terms of plot, it's made into something special by its stars and fast pace.

Talking of Vietnam brings us to the first big 'Nam film of 1987, ***Platoon***. Oliver Stone's first major movie tells the story of the bloody war through the eyes of a grunt (foot soldier), played by ***Charlie Sheen***. It was only released on rental a year ago, so £9.99 seems great value (although it is on satellite TV this month!).

Even more stars (**Michael Douglas**, **Kathleen Turner** and **Danny De Vito**), feature in ***Jewel Of The Nile*** which moves *Romancing The Stone*'s action to the Middle East. Some spectacular scenes, such as that involving an F-16 jet fighter, compensate for a forgettable plot.

A Room With A View, by contrast, has a strong and original, if somewhat slow plot which is genuinely amusing and enjoyable. Excellent photography makes good use of the beautiful and highly-talented **Helen Bonham Carter**.

Finally we have **Stephen King**'s ***Stand By Me*** (RCA/Columbia), a story about four teenagers taking a trip through the countryside and learning much about life in the process.

THE FORM

CHARTS

FAVOURITE GAME .....

FAVOURITE MUSIC **48K/128K**

FAVOURITE VIDEO .....

Each month we compile three charts: top computer games, top computer music and top video films. So, why not take part in the most accurate way of finding out what everybody's playing – not just hype-filled sales charts! So get those entries in as soon as possible. Any ridiculously old games will not be dealt with favourably.

SCORES

GAME 1 .....

.....

GAME 2 .....

.....

GAME 3 .....

.....

Next to each chart-topping game we also print a score to aim for. This score is calculated (very mathematically) with the aid of Phil King's computer. The person nearest to the target score of the month will get their name and score printed in the corresponding issue of CRASH. Now, it's impossible to cheat! (We hope . . .)

THE INFO

Filled in the voting bit? Well, now all you have to do is fill in all the required information below, cut-out – or photocopy – your didactic (LMLWD) votes and send them to: **The Form, CRASH Towers, PO Box 10, LUDLOW, Shropshire SY8 1DB.**

NAME .....

AGE .....

ADDRESS .....

.....**POSTCODE** .....

My most favourite section in CRASH is .....

My least favourite section in CRASH is .....

PRIZES Every person who sends in The Form, stands a chance of winning some fabulous prizes. The first three people out of the sack will win a £40 voucher for use in The CRASH Hypermarket. The next ten runners-up get a superb CRASH Mug and Hat. Don't forget, every person who sends us a form gets put in the prize draw.

THE NEXT ISSUE of CRASH will contain yet more **exclusives** (but we're not saying what, or someone else'll nick 'em) and *FANTASTIC* feature on *The Real Ghostbusters*, plus a superb compo that'll blow your mind (well, you'll be pretty impressed). They'll also be a *SUPERB* pull-out poster feature, a report on the Arcade Convention in London and a *VERY SPECIAL SURPRISE* (we're not giving much away, are we?). Be sure to look out for the next issue of CRASH. (Cor! It sounds so good, I think I'll take out a CRASH subscription! – Dom.) (Another satisfied customer – Ed Stuart. No, not Ed Stewart, dimwit!)

On Sale March 30

Of all the promo pictures found at the recent Toy Fair in London, *Molly*'s bears were definitely the best. Night, night, and sleep tight till next munf . . .

PREVIEWS

GETTING CARRIED AWAY

Carrier Command is **Rainbird**'s version of the Stealth bomber – immensely complicated, massively delayed, and still not finished. Demos of the 95% finished game have cropped up in the CRASH offices from time to time and are amazingly detailed and quick. The sea, islands, buildings and carriers are portrayed in solid 3-D, while the Mantas and Walrus vehicle are represented by wireframe graphics. If you want you can have three aircraft circling the carrier, three Walruses trundling over an island, and switch to cockpit views of any of the vehicles, taking direct joystick control if you like. With so much happening the speed is unbelievable and perfectly smooth.

That Realtime push the Spectrum to even more spectacular limits will be no surprise to older Spectrum owners. Their first game was *3D Tank Duel*, released in 1984 it remains probably the best *Battle Zone*-type game on the Spectrum. Eight months later they released a dazzling version of the *Star Wars* coin-op called *Starstrike*, its state-of-the-art vector graphics helped earn a CRASH Smash. *Starstrike II* earned another Smash with different gameplay and filled-in 3D graphics. All these games were published by Realtime themselves, but in 1986 they teamed up with Rainbird, for which they wrote the Spectrum conversion of the ST stunner *Starglider*. Their conversion improved playability and earned the 128K version a 97% Smash. Splitting royalties for that game with the ST programmers, Argonaut, convinced Realtime that they should program their own ST hit; *Carrier Command*.

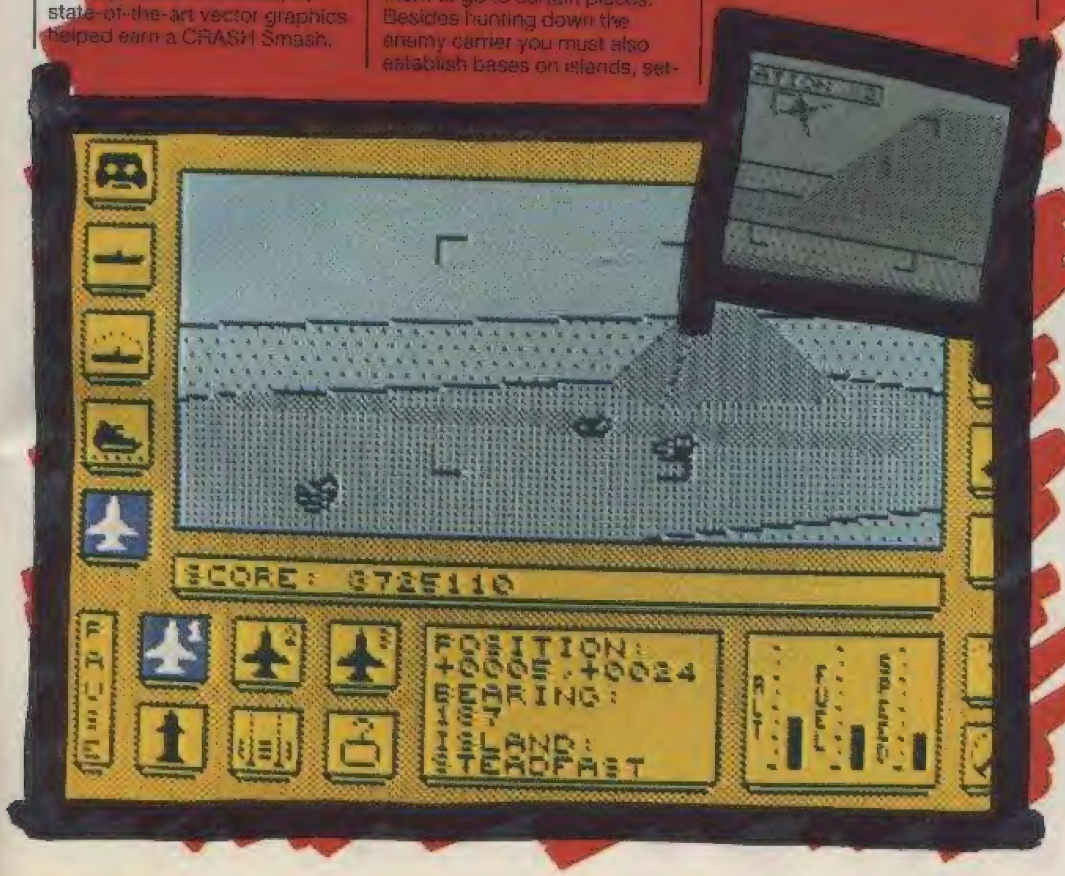
The game's scenario features two aircraft carriers and 32 islands. The first carrier was supposed to turn the islands into geothermal energy producers, but an evil organization hacked into its computers and turned the robot carrier into a fearsome war machine, making islands into defence installations.

Your carrier – like the enemy ship – is equipped with a laser gun and ship-to-surface missiles, plus three Manta aircraft and three Walrus amphibious tanks. You can either take direct control of these vehicles or order them to go to certain places. Besides hunting down the enemy carrier you must also establish bases on islands, setting up factories to produce supplies for you. You can also invade enemy islands, taking on their fighter planes and anti-aircraft missiles, to turn them into supply bases for yourself.

As you can see from the screenshots there's plenty of icons to learn and use, but many of the icons access subscreens with whole new sets of icons. Subscreens include: ship repairs, Manta/Walrus armaments, strategy/resource map, factory production priorities and defence drone deployment. While initially baffling, a quick perusal of the hefty instruction manual makes everything marvellously clear.

There are also two types of game selectable, strategy and tactical. In the strategy game all the islands are neutral and the carriers are at opposite ends of the map. By contrast, the tactical game begins with most of the islands controlled by one carrier or the other, and the carriers relatively close together. There are also two types of victory: tactical (you destroy the enemy carrier), and strategic (you capture all of the islands as well).

Both games will take some time, and lots of SAVEs, to complete, and promise to be the ultimate in 3-D gameplay. This strategic/tactical/arcade masterpiece will, hopefully, be reviewed next issue. If the gameplay is as good as the programming it could well be THE game of 1989. Unfortunately it may only be available on 128K machines (£14.95/£15.95).



PREVIEWS

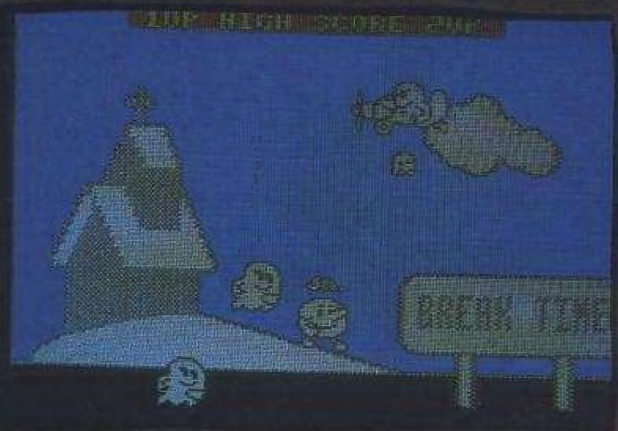
You've read the preview (last month), you've entered the competition, now look at the picture! It's ***DNA Warrior*** from those crazy folks at Cascade. Travel through the insides of a human being searching for the writers of Cascade's classic compilation, *Cassette 50* . . .

When there's something strange in your neighbourhood, who're you gonna call? Well, not any stupid actors like Bill Murray. No, you want ***The Real Ghostbusters***, the guys, ghost and secretary the movie was based on. The 'real' ghostbusting computer game is due out soon from **Activision** and could well smash the mega sales established by the game-of-the-film. If you want to join them in their fearless exploits, taming all the paranormal force daily disrupting life in New York City, start saving now (£9.99 cassette).

Due out soon is ***Incredible Shrinking Sphere***. The strange-sounding game involves a 3-D maze where the idea is to move your sphere from A to B without running foul of the numerous pits and traps that have been set to destroy unwary players like yourself. Search it out soon from your local computer stockist priced £9.99/£14.99, from **Electric Dreams**.

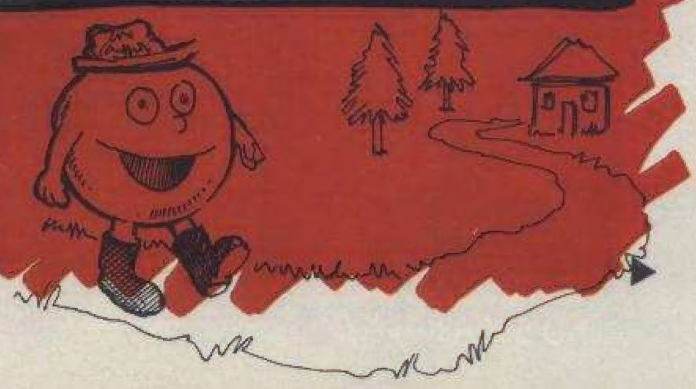
Even more balls feature in **Electric Dreams'** ***Time Scanner***, a pinball game licensed from a Sega original. There are four levels, Volcano, Saquarra, Ruins and Final. Each level is split into two parts (an upper and lower 'deck'); features include realistic nudge and tilt, multi-ball facility and a special final bonus screen. The game should hit the streets in April priced at £9.99/£14.99.

Here's just a quick glimpse of **Grandslam's** ***Pac-Land***. Yes, after a couple of excursions on an arcade board and on a TV cartoon, the lovable grapefruit is back. Originally released on the C64 over a year ago (and featured on 1987's CRASH Christmas cover), the tale follows Paccie on a trek through the colourful (well, on the 64 it was) surroundings of his home land of Pac-Land. For some inexplicable reason, Pac-Man has just rescued a fairy and must return home as soon as possible . . . 'er in doors has a few pac-pills in the oven. Watch out for all your old favourites, including the ghosts, when it reaches the Spectrum next month.



Back in 1985 the Atari Corporation was split into Atari Corp (home computers) and Atari Games (arcade machines). Since the former still makes home computer games, the latter uses the **Tengen** name for home computer conversions of its arcade hits. Domark have handled three Tengen products already – the superb *Star Wars* trilogy – and have now signed a three-year contract with Atari Games to convert more games, with more emphasis on the Tengen name. Five coin-op conversions are planned for 1989, the first being ***Vindicators***. The year is 2525 and the Tangent Empire is threatening life as we know it. So you leap into your trusty SR-88 Strategic Tank, conveniently located inside an enemy space station and set about seeking out and destroying its control centre. There are 14 space stations in all, each fully equipped with automatic defence systems!

Armoured tanks, and turrets take pot shots at your vehicle, whilst laser gates and mines provide the player with some sticky situations when trying to manoeuvre. Your tank is tough, but you are occasionally allowed to customize your vehicle to make it even tougher. The amount of modifications you're allowed depends on how many Battle Stars you have. Available in March at £9.99/£14.99.



PREVIEWS

FIGHTING FIT!

Christmas 1988 saw OCEAN swamping the opposition, its software flagships *Operation Wolf* and *RoboCop* coming first and second in the Gallup charts. Those CRASH Smashes have already been followed up by another in this issue, *Run The Gauntlet*, and there are plans for many more. CRASH investigates . . .

Ocean's Central Manchester offices share building space with a church and are appropriately divided into a kind of heaven and hell. Above ground there's the airy open-plan offices of the PR staff with strong strip-lights and a beautiful glass roof. Underground, beyond a heavy fire door, there's the distinctly less well-lit work space of the inhouse programmers. Most of the programmers work in one large area, divided only partially by walls, with long, wooden benches permanently burdened with computers, joysticks, coffee cups and discarded gizmos.

Most of the development work is done on Atari STs, with unfinished Spectrum games being directly loaded into +2s from coffee-stained STs. One of the most impressive demos was ***Renegade 3: The Final Chapter***. While **Andrew Deakin** loaded the game in, **Ivor Horn** explained the game's concept. The *Renegade* series had started with a conversion of a coin-op beat-'em-up, followed by an original two-player sequel – *Target: Renegade*. The third, and definitely the final game will be another sideways scrolling, multiload beat-'em-up, but with smaller character graphics allowing upper and lower floors to be shown. Gameplay is to be much more sophisticated, with lots of strange creatures having their own, unique attack patterns. The scenario has yet to be fully worked out, but will involve a single player time-travelling through four levels; Prehistoric Times, Ancient Egypt, Medieval Times and The Future. Each level will be ten screens long and colour is to be added to liven things up. The first two *Renegade* games were programmed by **Mike Lamb**, and the programmers of *Operation Wolf* and *Rambo III* clearly hope to do just as well with the third.

The next preview to go on show was from an outside programming team – **Special FX** – previously responsible for *Firefly* and the latest *Batman* game. Very much in its early stages the game version of Arnold Schwarzenegger's ***Red Heat*** is essentially another multiloaded beat-'em-up. Its presentation is unique however, with the play area taking up only half the screen to achieve a cinematic, widescreen effect. The lower half of the screen will apparently show an audience watching the movie/game in progress. Also remarkable is the animation of Arnie, with muscles flexing across his shoulders at every punch.

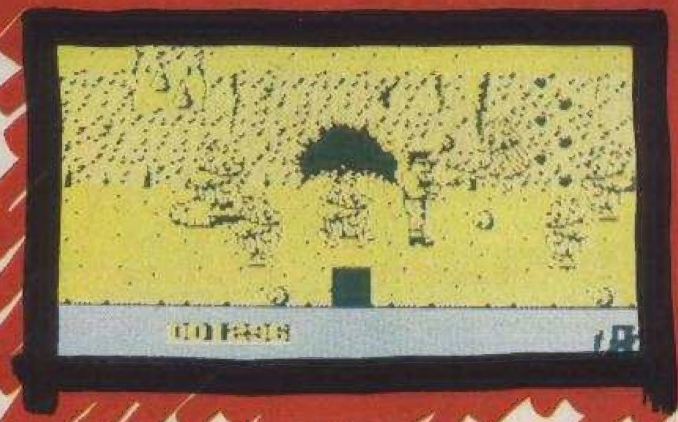
Another film licence is being developed by inhouse programmers **Mike Lamb** and **Dawn Drake**. They work in a long, narrow office still dominated by a cardboard *RoboCop* and a TV/video setup. Last month they went down to Pinewood Studios to catch up on the development of the new, $30 million ***Batman*** film, still heavily shrouded in secrecy it stars **Michael Keaton** as Batman and **Jack Nicholson** as The Joker. Graphic artist Dawn was impressed by the film's dark, brooding atmosphere but Mike was upset to find some key action scenes he'd planned to turn into subgames had been changed. At the moment all that was to be seen was an impressively-musculed Batman sprite swinging around the *RoboCop* factory (we liked it that way, but we're assured that a new background is to be designed!). Both film and game are set for an August release date and, fingers crossed, should be excellent.

▲ **Arnie giving fellow Muscovites some *Red Heat***

In a more advanced state of development is ***The Untouchables***, this will have six stages including the famous shoot-out in the railway station. The game has been storyboarded just as happened with *Platoon*, but the game isn't due out until September at the earliest. Ocean expect it to be big, so programmer **James Higgins** and graphic artist **Martin McDonald** have a lot on their plates.

Other Ocean games planned remain as closely-guarded as the *Batman* plot. No doubt there'll be yet more movie licences and hopefully more conversions of Taito coin-ops such as the *Op Wolf* sequel *Operation Thunderbolt*, and the very impressive *Chase HQ*. For more information on these exciting new arcade games check out next month's arcade section.

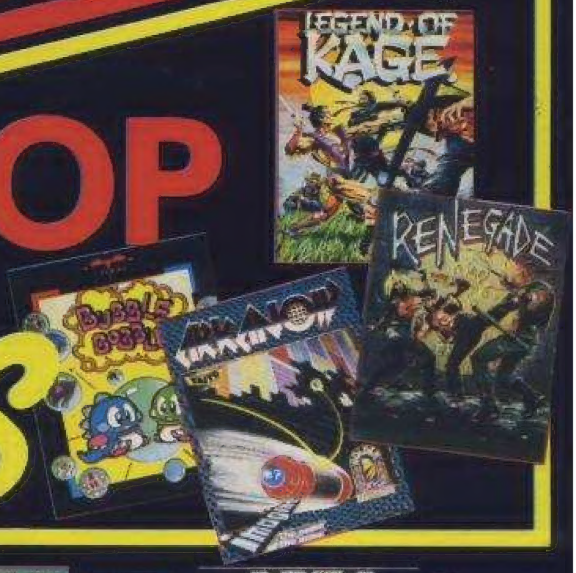
▼ **A million years BC and Matt's still wearing his 501s and sunglasses**



8 SPECTACULAR GAMES IN 1 SPECIAL PACK

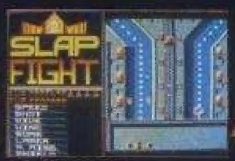
TAITO®

COIN-OP Hits



© TAITO CORP 1987

RASTAN
CRASH – "Rastan is slick and compelling".
YOUR SINCLAIR – "So another spanker from Imagine. You'll be a fool if you miss it!"

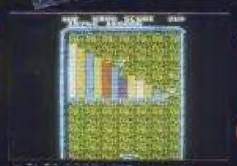


© TAITO CORP 1987

SLAPFIGHT
COMPUTER & VIDEO GAMES – "Simple. Smooth. Very addictive. A winner."
ZZAP "A superb arcade conversion and a great shoot 'em up. This is one for the ZAPPERS' collection."

© TAITO CORP 1988

RENEGADE
COMMODORE USER – "As conversions go this still takes some beating – literally and metaphorically."
YOUR SINCLAIR – "The graphics are so slick you really feel you're part of an action movie rather than just playing a game."



© TAITO CORP 1987

ARKANOID
ZZAP 64 – "I thoroughly recommend Arkanoid – for the simple reason that it's simply gorgeous playing with it."
COMPUTER GAMES WEEK – "The take home message is simple. You want a great arcade game."

© TAITO CORP 1987

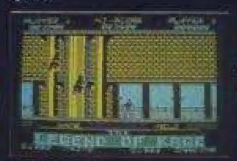
FLYING SHARK
COMPUTING WITH THE AMSTRAD CPC – "This is an excellent game."
ACE – "Incredibly frustrating playable and addictive."

© TAITO CORP 1988

ARKANOID REVENGE OF DOH
AMTIX – "Excellent – can't fault it. A future number one."
YOUR SINCLAIR – "Immensely impressive and chronically addictive. A Classic."

© TAITO CORP

BUBBLE BOBBLE
AMSTRAD ACTION – "It's a cracker. Definitely a game I should keep coming back to."
GAMES MACHINE – "Packed to the brim with entertainment."



© TAITO CORP

LEGEND OF KAGE
CRASH – "One I won't put down until I get through to the next level."

AVAILABLE ON
SPECTRUM
AMSTRAD
COMMODORE

Imagine ...the name of the game

CASSETTE
£12·95
ALSO AVAILABLE ON DISK

Imagine Software · 6 Central Street · Manchester M2 5NS · Tel: 061 834 3939 · Telex 669977

ARCADE MUSCLE

ASSAULT YOUR COMPUTER WITH 5 ACTION PACKED ARCADE SMASHES .....!

The ultimate collection in death and devastation. The supreme challenge of skill and determination that only champions of skill, strength and stamina should even consider. *Are you courageous enough to put your computer through the arcade assault?*

BIONIC COMMANDO™ "One of the most playable games I've seen in a long while" COMMODORE USER

STREETFIGHTER™ "Thoroughly impressive combat game ....." SINCLAIR USER

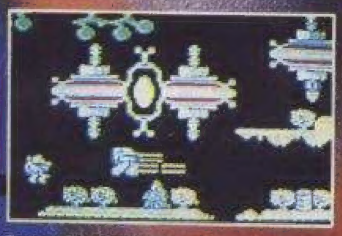
SIDE ARMS™ "Brilliant 3D coin-op ...." SINCLAIR USER

ROAD BLASTERS™ "Vroom! Boom! & Doom!" C. & V.G.

1943™ "Is 1543 all it is cracked up to be? - the answer is Yes" AMSTRAD USER

BIONIC COMMANDO™

STREET FIGHTER™


SIDE ARMS™

ROAD BLASTERS™

1943™

Screenshots from various formats.

CBM 64/128	tape £12.99	disk £14.99
Spectrum 48/128K	tape £12.99 +3	disk £14.99
Amstrad	tape £12.99	disk £19.99

U.S. GOLD®

WORLD BEATERS

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX.